

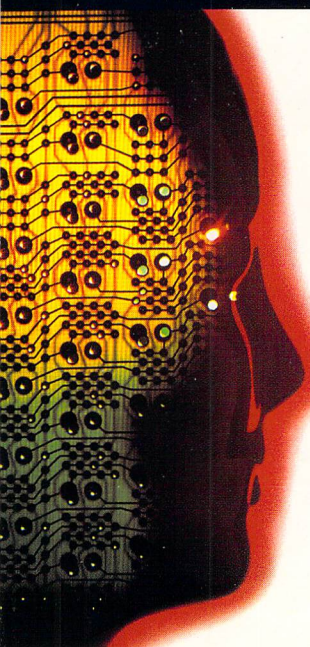
ST FORMAT

THE
ST CLUB'S
BOSS REVEALS
WHAT IT REALLY
TAKES TO RUN A
PD LIBRARY:
PAGE 113



"I'm Jazzie B's hands:
he uses the ST
through me."
– Will Mowat
explains why
Soul-II-
Soul
chose
the ST to
record
their new
album

BRITAIN'S BEST-SELLING MAGAZINE AND DISK FOR YOUR ST



37 ways to expand your horizons

We show you how to
boost your ST's power



9 machines your
ST can take
on and beat –
page 92

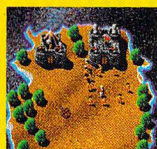


20 of the best on test:
it's the brightest,
boldest, sharpest, longest
round-up of printers in the
history of the entire world
(probably) – page 98

8 steps to heaven:
kiss goodbye to
those "out-of-memory-
blues" – page 85

ST FORMAT COVER DISK 25 MEGA LO MANIA

Beat your people
to a pulp with this
absorbing demo
of Mirrorsoft's new
God-game. You're
going to cry out
for some divine
intervention!



Disk for-
mat by
Rob
Northen

FLEXIDUMP

Talking to your printer? Then talk
sense! This latest version of the
top print package makes printing
simple, whatever you've got

CYPHER

Stash that pic! Hide those grabs!
Keep your arts private with the
intelligent picture-cruncher

DIARY

Forgotten what's on today?
Find out with this essential
diary and address-book utility

SPELL ONE

How do you spell "antidisestab-
lishmentarianism?" This on-line
dictionary tells you at a keystroke

ALL PROGRAMS STE COMPATIBLE

BETTER THAN POPULOUS?

Subjugate races, cast lightning bolts into the sea and leave a trail
of mayhem behind you! Imageworks' brand new god-game storms
onto this month's packed Cover Disk in another exclusive: **page 38**

**NO COVER DISK?
THEN DEMAND ONE FROM
YOUR NEWSAGENT NOW!**

**121 MORE GOOD
REASONS TO
STEP INSIDE**

- 61 top games cheated
- 21 games scrutinised
- 20 PD programs reviewed
- 14 essential technical tips
- 5 crucial drawing guides

Future
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The ST is just t

The Atari ST is the perfect introduction to the world of computing. The power of the ST allows you to run "serious" applications as well as playing games, and the ST system is flexible enough to allow you to expand as you develop your interests and expertise in different applications.

With so much diversity and power it is easy to see why the Atari ST family is one of the most successful ranges of computers in the world. But best of all is the built-in growth potential. The 520ST user of today is the TT user of tomorrow; beginning with games or a simple word processor, anyone can learn about computers and gradually acquire the skills of the professional computer user. And unlike many other systems, an Atari upgrade is not wasteful. Much of the software available for the 520ST will run on both the Mega STe and the TT systems. With an Atari an upgrade means that you can add new capabilities and expand your computing horizons without losing everything you have acquired along the way.

If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have. To find out more about either the **Atari ST** or peripherals for any applications simply fill in the coupon and send it to Atari at the address below.



Whether you are looking for a leisure computer, an educational computer, a computer for all the family or a powerful business system, look no further than the **Atari ST Range.**

Please send me more details about the Atari ST and other products

NAME _____

ADDRESS _____

POSTCODE _____

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ

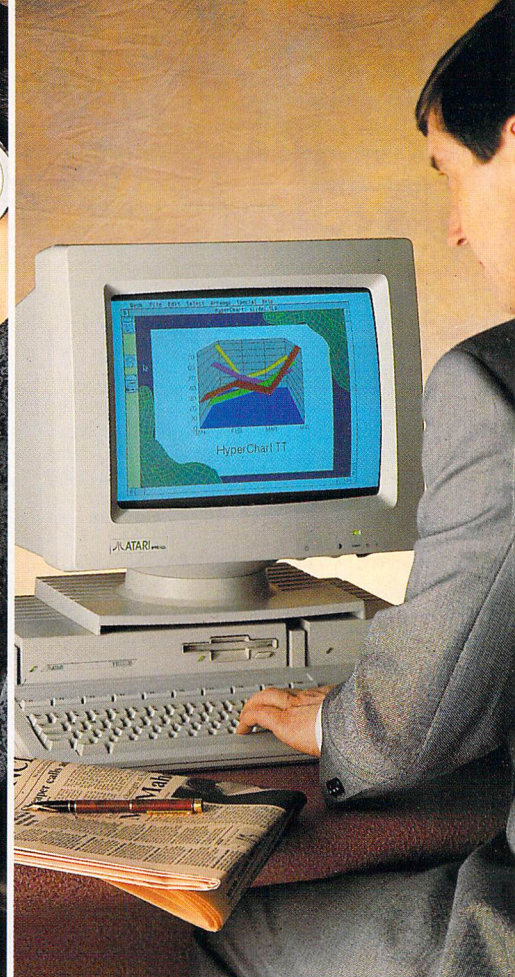
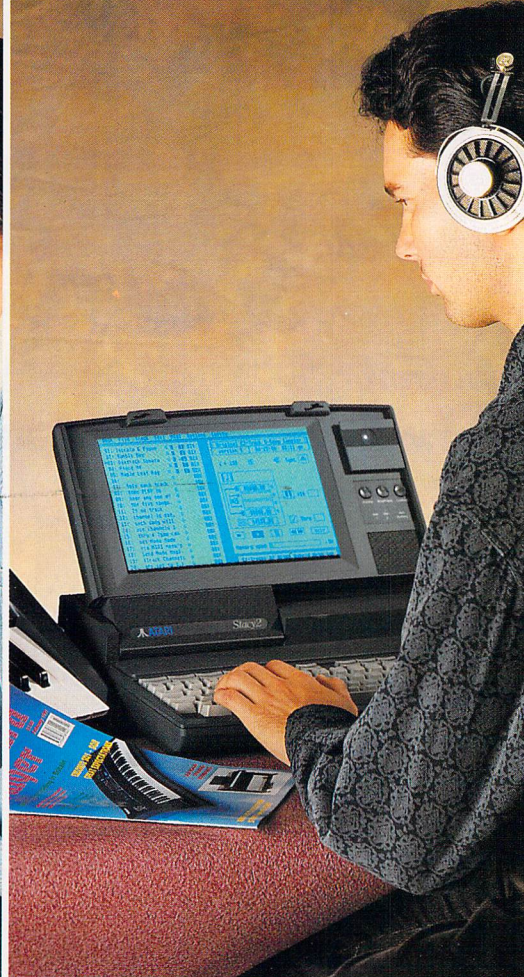


The **Atari 520ST** is an easy way for you and your family to learn about computers while having a great deal of fun. This best-selling computer has an impressive range of features that fit many requirements at home or in the office. A generous 512K RAM memory is included as standard - enough to run large spreadsheets and databases as well as the latest generation of computer games. There are plenty of expansion ports available for printers, modems, monitors and hard disk, and other peripherals allowing you to increase the power and flexibility of your system as needed. MIDI expansion ports are fitted as standard. MIDI (Musical Instrument Digital Interface) is the music industry standard interface that allows you to control both recording and playback of synthesisers and other digital instruments with your computer.

There is no other computer range in the UK that can offer its users such a wide variety of software support, ranging from educational learning programs to 16-bit computer games to professional quality desktop publishing packages.

The ATARI ST

the beginning



The power of the new **Mega STe** range makes it a serious contender for those who are after power computing. It is an ideal machine for the student or computer enthusiast who wants to run memory intensive applications such as Computer Aided Design (CAD) or graphics applications. The Mega STe features separate keyboard and central processor with a 1MB floppy disk drive and a 50MB Hard Drive for data storage. The Mega STe features a fast 16MHz operating speed, which can be switched to 8MHz to run any programs developed for the 520ST, making it even easier for you to upgrade.

For those of you who want to run a 'home office' with separate files for word processing, spreadsheets and accounts packages the Mega STe - with its vast amount of built-in hard disk storage - is an excellent choice. For those running graphics intensive programs the faster operating speed will make the Mega STe a much more productive machine. The Mega STe also features an extensive range of expansion ports that allow you to add even more power and flexibility to your system.

The portable **Atari Stacy** is completely compatible with all monochrome ST programs, but allows for complete portability.

It features a supertwist backlit LCD mono screen, split horizontally and has all the standard ST ports. It is available in various configurations, with Hard disk as standard. It weighs approximately 15.2 pounds and has its own carrying handle making it easy to transfer from place to place. Because the ST, with its MIDI interface has become the accepted standard in the music industry, the Stacy is a boon machine for musicians with a busy schedule. Songs and sequences written at home can be stored on the built-in hard disk, then the whole computer can be easily transported to the studio or gig, with minimum stress, they can even be worked upon and improved on the road. Although it is the most specialist member of the ST family, the Stacy is still versatile enough to be used for all serious ST applications.

The incredibly powerful **Atari TT**, at the very top of the Atari range, is the first in a new generation of high specification professional personal workstations based on the successful Atari ST standard. Similar in style and design to the Mega STe, the Atari TT features a separate keyboard, 1MB floppy disk, 50 MB Hard Drive and the same range of excellent expansion ports. The basic model comes configured with 2MB RAM which can be expanded up to a massive 26MB. With a Motorola 68030 central processor, the TT runs at up to 32MHz. But speed and power are not all the TT system offers the professional user. Six standard built-in screen resolution modes mean that there is always one suitable for the purpose that you have in mind. For animation or computer graphics, choose from a palette of over 4,000 colours with the ability to display 256 on screen at any one time, and the exceptional 1280 x 960 pixel high resolution mode is one of the best screen modes available at any price.

— More than just great games



ST FORMAT

ABC July-December 1990 55,455

MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

Editor Mark Higham

Technical/Disk Editor Neil Jackson

News Editor Andrew Hutchinson

Games Reviewer Ed Ricketts

Production Editor Alex Soboslay

Production Assistant Daniel Goodleff

Art Editor Martin Parfitt

Art Assistant Mark Nottley

Photography Ashton James

Editor's assistant Hendrix the dog

Contributors Tim Anderson, Barrie Capel,

Peter Crush, David Jones, Vic Lennard, Chris Lloyd

Advertising

2ND FLOOR, RAYNER HOUSE,

23 HIGHER HILLGATE, STOCKPORT SK1 3ER

Advertising Manager Gail Blincow (☎ 061 474 7333)

Ad Sales Exec. Shaun Lancaster (☎ 0225 442244)

Ad Production Nickie Lucas (fax 0225 423929)

Editorial

30 MONMOUTH ST, BATH, AVON BA1 2BW

☎ 0225 442244 • FAX 0225 446019

We regret we are too busy to reply to individual enquiries, either by letter (even if you enclose an SAE) or by phone.

Publisher Steve Carey

Group Publishing Director Greg Ingham

Promotions Manager Michele Harris

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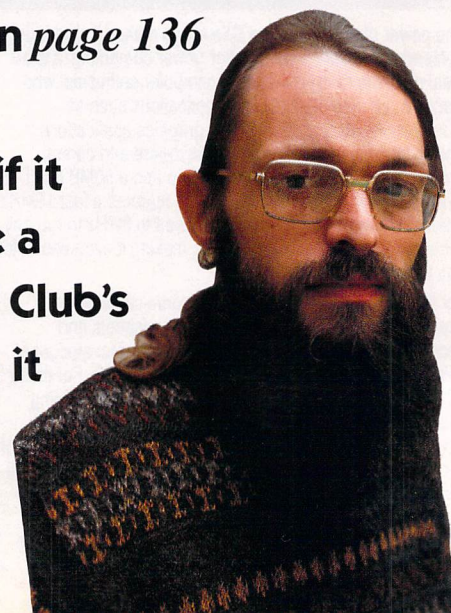


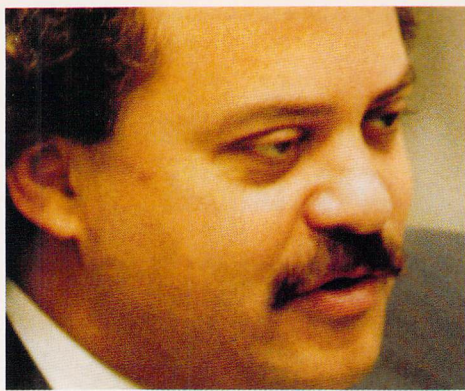
Will Mowat takes a break from recording Soul II Soul's new album to talk to us about how and why he uses an ST: *page 30*



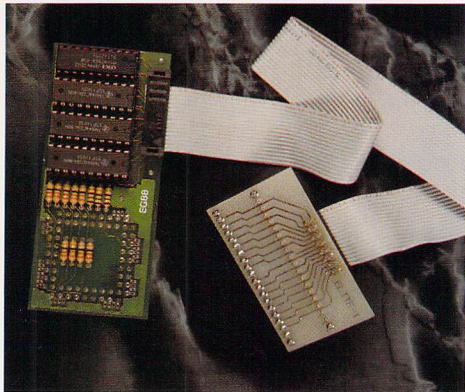
Is this the cream of ST printers? Find out with our monumental printer roundup, *page 98*. Then win one of your own in our £1,200 competition on *page 136*

"PD software fills a gap – if it didn't, the ST wouldn't be a useable machine." The ST Club's Paul Glover divulges what it takes to run a Public Domain library: *page 113*

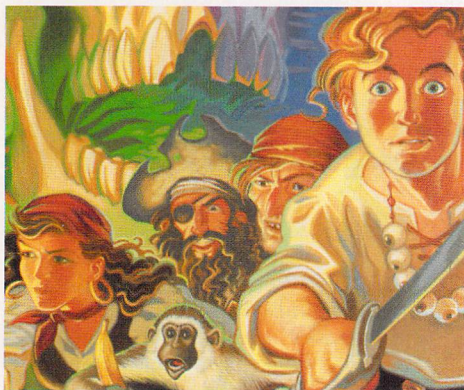




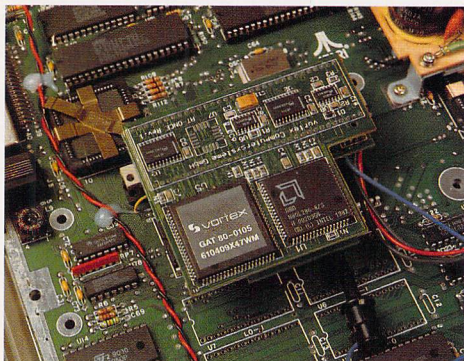
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WE INTERRUPT THIS PAGE TO BRING YOU SOME DIVINE INSPIRATION

Totally nasty, totally wicked, totally addictive – it's a fully playable demo of *Mega Lo Mania*, Imageworks' new god-game. Can you take on the gods and win?

PLUS: Now you can keep your own little black book of addresses and appointments with our *Diary* utility.

Pummel your pictures down to a more manageable size with *Cypher*, a complete art file encrypter. If you can't spell "encrypter," you can look it up with *Spell One*, an expandable spelling dictionary. Then, if you want to print out your pictures as screen dumps, check out our *Flexidump* utility, offering everything you need to obtain colour or black and white printouts with the right printer

ST FORMAT COVER DISK 25

MEGA LO MANIA

Beat your people to a pulp with this absorbing demo of Imageworks' new god-game. You're going to cry out for some divine intervention!



Disk format by Rob Northen

FLEXIDUMP

Talking to your printer? Then talk sense! This latest version of the top print package makes printing simple, whatever you've got

CYPHER

Stash that pic! Hide those grabs! Keep your arts private with the intelligent picture-cruncher

DIARY

Forgotten what's on today? Find out with this essential diary and address-book utility

SPELL ONE

How do you spell "antidisestablishmentarianism?" This on-line dictionary tells you at a keystroke

ALL PROGRAMS STE COMPATIBLE

Two new STs ● CD-ST ● Secret Falcon super-computer project revealed

New super-STs on the way

ANOTHER
ST FORMAT
WORLD
EXCLUSIVE



"We have at least four phenomenal new ST machines coming out"

— Sam Tramiel

by Andrew Hutchinson

ST FORMAT has uncovered details of Atari's amazing top-secret plans for a new ST-based super-computer, code-named Falcon. It is at the cutting edge of new computer technology, including CD-based data storage and a powerful operating system such as Unix.

Sam Tramiel, the head of Atari USA, has gone on the record about the previously unknown Falcon project and two further ST developments. This comes at a time when

news of the two new portable STs, STyle (formerly the ST Pad) and ST Book, is still creating shockwaves in the ST market. (See last issue for *FORMAT*'s exclusive technical details.)

In an interview with *FORMAT*'s correspondent in the States, Tramiel said: "There will be continuing expansions on the ST line. Today we have the STE, the Mega STE and the Falcon. We have at least four new machines coming out in the ST line and they are just phenomenal machines." Tramiel added that all four new STs would be out in 1992.

We decided to investigate further and contacted Peter Staddon,

Marketing Manager of Atari UK. He appeared stunned when *FORMAT* mentioned the name Falcon to him. He told us, "I couldn't begin to tell you about that" and asked if he could call us back.

Later, after behind-the-scenes discussions, Staddon returned our call and revealed that "Falcon is an umbrella project combining several areas of current technology. It will

AIN'T THAT THE TRUTH

The things people say

● "We are very pleased to report that software sales have been particularly strong recently and that ST software in particular seems to be consistently out-selling Amiga software in recent weeks." Vic Purnell of Computability in Gwent, one of the massive companies cited by Atari to prove their claim of improving software sales

● "Any games-maker who says he doesn't play games is an incompetent prat." Peter Molyneux of Bullfrog shooting from the lip

● "We've sold 160,000 copies of *STOS*. It's a solid, reliable product, so we have no plans to update at this stage." Chris Payne of Mandarin getting his marketing logic wrong, shurely

● "Jaguar was progressing so fast that Sam [Tramiel] and I sat down one morning and decided to put out the Jaguar console rather than the Panther console." Craig Erickson, Atari USA VP Software Development, on the reasoning behind the dropping of the 32-bit Panther in favour of the 64-bit RISC Jaguar

Super-languages

by Andrew Hutchinson

Revealed: upgrades to all three top BASIC programming packages



■ The range of BASIC packages for the ST. *HiSoft Basic*, *GFA Basic* and *STOS* — all soon to be upgraded — are top-sellers, but *FirST Basic* and *ST Basic* probably have larger user bases: *FirST Basic* has been bundled with the ST since its launch

The three best selling BASIC programming language packages available for the ST are about to undergo major upgrades, offering programmers unprecedented power and speed.

GFA Basic, *HiSoft Basic 2* and *STOS* are all about to be revised, setting the scene for a battle for supremacy in this increasingly competitive market.

GFA Basic 4.0, to be released in September, will include a multi-windowed GEM-based editor, meaning that merging C and Assembler source code should be considerably easier. The language will support the entire ST/STE/TT range.

Les Player, Managing Director of GFA, told *ST FORMAT* he plans to make sure *GFA Basic* "remains the most powerful programming language for the Atari ST and TT, for all levels of users." To this end, GFA are making sure that source code produced using their BASIC can be transported whole onto other micros, such as MS-DOS based machines. This means the ST can

be launched into the high end of the ST market. Falcon will combine leading new technologies such as CDI drives with a high end operating system such as Unix, in a bundle with TT-based technology." All this means that a price of something under £2,000 is likely.

Tramiel was tight-lipped about exactly what the other two unspecified new ST machines would be like. He merely commented that they are "phenomenal machines, wow machines." All four new machines are being lined up as additions to the existing ST range, not as replacements for any existing ST models. He also guaranteed that the new machines would all be compatible with the existing ST range.

Tramiel is hoping to ship Atari's brand new 64-bit RISC Jaguar games console for under \$200. He sees the machine as being leaps and bounds ahead of the competition, namely Super Famicom. Tramiel says he wants a "wow machine" rather than an "okay" machine.

Atari are very aware of the developments taking place in the interactive CD market – systems

that use CDs rather than disks for data storage. When asked if there would be a CD-ST package, Tramiel told *ST FORMAT*: "We have a new CD-ROM drive coming out for the ST series shipping, let's say, to be conservative, in August. It's a plug-in to STs and TTs, it's a CD-ROM and it does everything, at least, that CDTV [Commodore's interactive CD package] does. It just comes in separate packages."

"If the CDTV concept of one-box packaging does well," Tramiel said, "we'll repackage and do it that way. Our CD-ROM will support ISO and High Sierra formats [standard CD data storage formats, analogous to VHS and S-VHS videotape formats] and it shouldn't be a problem getting titles transferred over." Tramiel is looking at a target price of \$499 maximum and reveals that we will definitely be seeing the machine in Europe this side of Christmas.

The new wait-and-see attitude Atari are displaying here seems to mean that they have learnt from their mistakes and are letting other companies test the water of new markets before they release any new machines.

ST FORMAT COMMENT

It seems like hardly a month can go by without Atari proudly announcing a new and powerful addition to the ST range. All power to their sword – it's precisely this kind of news which keeps the ST software scene throbbing. But Atari must ensure that they encourage developers to support any new "super" machines.

A healthy software base which colourfully demonstrates the enhanced features of the new STs must be in existence before the machines hit the street. Atari released the STE without that and expected people to pay an extra £100 on the promise of what it could do. This might have been tolerable if decent software had filtered through within a couple of months, but a year and a half later the vast majority of games still don't utilise the features of the STE.

Programmers are still writing for the lowest common denominator – the 520STFM. Our reader survey revealed that nearly a quarter of you own STEs and that figure is continually rising. You invest money in the

"superior" ST but see nothing for it. The only way to show the games publishers that you want games which utilise the STE's extra features is to refuse to buy lesser games. But if you show such discernment, the software houses turn around and blow a trumpet of doom for the whole of the ST games world.

They have a right to be sceptical about new projects. Atari encouraged developers to support their Panther console and then withdrew it at the last minute. Against that background it's easy to understand developers' lack of support for Atari's new machines. So it's up to Atari to sort it out. They need to ensure that in future they send out hundreds of development machines to prompt programmers to work on new software. There must be no more of this practice of announcing new machines and then pulling them at the last minute. Publishers must be given every opportunity to produce new software, because without it all these wonder machines are worthless.

**£25 WORTH OF SOFTWARE
WITH OUR COMPLIMENTS –
TURN TO PAGE 122 NOW**

build on the BASiCs



■ Not just a programmer but a game-creator? Watch for the *STOS* upgrade

remain the preferred programming base of the software professional.

GFA haven't fixed a price for Basic 4 yet, but existing users can upgrade for £5, or free if you've bought v3.6 within two months of the launch of v4.0. GFA Data Media UK, Box 121, Wokingham, Berkshire RG11 1FA, ☎ 0734 794941.

Hisoft have amalgamated their best-selling *Power Basic* and *FirST Basic* to produce *Hisoft Basic 2*. It will be available from the beginning of August priced at £79.95 and can be run on the entire ST/STE/TT range. David Link, Managing Director of Hisoft, believes their new BASIC is "faster, more flexible and

THE REVISED BASICs: WHAT THEY OFFER YOU

GFA Basic 4.0

£TBA GFA ☎ 0734 794941

- Multi-window GEM-based editor
- Full support for the ST/STE/TT
- Matrix arithmetic (linear algebra) commands
- Structures
- Types
- Folding procedures and functions (so that entire procedures can be folded down into a single line)
- Portability between all Hisoft Basic languages, whatever the machine
- Programming interface for a database system (like SQL)
- Full support for optional maths co-processors

Hisoft Basic 2

£79.95 Hisoft ☎ 0525 718181

- Multi-window editor
- Cut/paste between windows
- Bookmarks and mouse mark blocking
- Greater Microsoft compatibility
- Integrated resource construction set (a subset of WERCS)
- Step-through debugger
- High level GEM library with extended examples
- Complete files can be created, complete with windows, dialogue boxes and menus in less than a page of code
- Static arrays fully supported
- Profiler to optimise programs for maximum speed

STOS 3D

£34.99 Mandarin ☎ 0625 79962

- 3D object design accessory
- Add detail to the sides of objects such as lettering, portholes and coloured bands
- View objects from any angle, either internally or externally
- Full collision detection
- Move and animate up to 15 sprites at once
- Up to 16 different types of scrolling areas
- Zoom and reduce pictures
- Fade screens in or out, or use one of 80 commands to edit them
- Overlay up to 13 windows
- Add a soundtrack or use pre-defined sounds

simple to use. *Basic 2* is destined to be our flagship on the ST and I'm sure people will now start taking BASIC more seriously." Hisoft, The Old School, Greenfield, Bedford MK45 5DE, ☎ 0525 718181.

Mandarin have produced a new module for their games-oriented

programming language, *STOS*, currently at version 2.6, which they claim has sold 160,000 units. The new module will incorporate 31 new powerful 3D commands. Chris Payne, Managing Director of Mandarin, believes that ST owners are ready for 3D programming "and

cites the development of the 3D *Construction Kit* from Incentive as evidence of this.

STOS 3D will be released in August at a price of £34.99, though you do need *STOS* itself (priced at £29.99) to use the add-on package. Mandarin ☎ 0625 859333.

HiSoft News

All the latest news
and product
information.

New

We will be releasing new versions of many of our existing titles over the next few months. To make way for this new product, we will be reducing (yes ... lowering!) the retail prices of older versions from 1 June. Or you can use the order form below to obtain these reduced price bargains now.

Here is a summary of our new releases:

HiSoft BASIC 2

- brand-new, multi-window editor with bookmarks, mouse block selection and much more
- tremendous increase in speed of program development and extra flexibility
- extensive, well-documented GEM library allowing high level control, with many examples
- many extra language features including static arrays for faster-running code
- link with Lattice C 5 and Devpac ST 3
- support for the 68030 and 68882 TT chips
- includes a resource construction set (WERCS) and a low-level debugger - no more to buy

Complete with a new manual, support for the STE and much more, BASIC 2 is set to be the BASIC of the 90s. Price will be £79.95 inclusive with upgrades costing

£39.95 to registered users of HiSoft BASIC and £49.95 for Power BASIC users. Release date: June 1991.



HiSoft Devpac 3

- brand-new, multi-window editor
 - re-designed user interface with pop-up menus
 - many more assembly optimisations
 - faster, more flexible assembly
 - HiSoft BASIC 2 and Lattice C 5 linkable code
- Devpac 3 is another major step forward for assembler programmers, novice and expert alike. Release is likely by late June 1991 at a price of £69.95. Upgrades from previous versions will cost £34.95.

Harlekin 2

- re-designed and enhanced scrapbook, giving a complete time management system
- greater configurability allowing Harlekin to be used even on a humble 520ST
- many other improvements and enhancements to this already amazing package
- works on the TT

Harlekin 2 is due for release in June 1991. Watch out for details of price and availability.

HighSpeed Pascal 1.1

Version 1.1 of this new, already immensely popular compiler is now available. Additional features are:

- inline assembler
- help desk accessory
- i/o-mapped maths co-processor support
- faster, improved editor
- more compact libraries

Upgrades from earlier versions cost £7.50 inclusive.

For those not in the know, HighSpeed Pascal comes from Denmark, is extremely fast and friendly to use and is very closely compatible to the immensely popular Turbo Pascal on the PC, even including the graphics unit from the PC.

Compilation speed is roughly 20,000 lines per minute with excellent code generation for the ST and the TT.



ProFlight 1.2

We are pleased to announce the release of version 1.2 of ProFlight, our immensely popular Tornado flight simulator, loved by reviewers and users alike.

This new version of our Tornado flight simulator includes improved colour graphics, the ability to save your cockpit set-up, a pause key, the view angle and more ... it even works on the TT!

Registered users can upgrade by sending their master disk back, together with £2.50.



HiSoft C

The ideal way to learn the difficult C language is with an interpreter and HiSoft C for the ST has all you need:

- try out your new C programs quickly and easily
- interactive editor with on-line help
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- extensive GEM toolbox
- complete manual with C tutorial

HiSoft C is already used and well reviewed by its users and reviewers alike.

So take out of C the hassle and learn the language everybody's talking about. Then move up to Lattice C 5 ... !



Your FirST BASIC

the official guide

The comprehensive reference guide and tutorial to the popular FirST BASIC package which is supplied with your new Atari ST computer.

- Full command reference for FirST BASIC
- Extensive tutorial, guiding you through using BASIC from first principles. Includes many examples plus how to use GEM
- Detailed descriptions of all the GEM and other operating system libraries supplied with FirST BASIC
- Concepts chapter which explains, in easy-to-understand language, the modern, structured aspects of FirST BASIC
- Many technical appendices giving a fascinating insight into the workings of the Atari ST

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**Special
Offer**

by Andrew Hutchinson

System Solutions are doing their bit to impair the balance of trade, with a bevy of new imports lined up. The company have only been around for a couple of months but already they have some major distribution deals lined up.

Latest programs to take their place in the SS catalogue are *Look-it*, *Poppit*, *Codekeys* and *Utilities*, all from Codehead software in the States. However the most interesting program they have acquired is the *Calamus Font Editor*, entitled *Genus*.

Genus loads all *Calamus* fonts (including copy-protected ones), *Publishing Partner* fonts and *Page-stream* fonts for editing and conversion. *Calamus Vector Graphics* (CVGs) can be imported and exported and two fonts can be held in memory at once, enabling you to mix and match fonts. Libraries of

New imports from System Solutions

EXCLUSIVE

segments can be built up and these can then be chained together to create new fonts. Automatic kerning is fully supported and there are seven default kerning types.

Rotation, Italics, Vertical/Horizontal mirror, Expansion and Condensing are all supported, as are helplines. *Genus* is priced at £89.95.

The Turbo 30/40 and 30/50 are two accelerator boards now being shipped from the System Solutions warehouse. These 68030 boards can speed up a standard ST as much as twelve-fold and can be fitted with a 68882 maths co-

processor. The board has been designed to work with High-res boards such as Titan's, meaning that programs such as *Calamus* could look better and work much faster. The board costs £899.

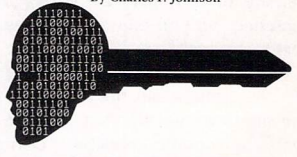
Avant Vector 1.3 is the Plotter version of *Avant Vector*, the vector drawing package which can create scaleable images from a wide variety of picture formats, as reported in these pages last month. This new version, which will sell for £599, can also import, export and edit EPS files as well as creating HGPL and GPGI plotter driver files. The program has an extended control panel/parameter giving eight default setups of vectorisation.

System Solutions can be found at Windsor Business Centre, Vansittart Road, Windsor, Berks SL4 1SE, ☎ 0753 832212.

CODEHEAD SOFTWARE

CODEKEYS

By Charles F. Johnson



The Macro Tool!

Unlock the Full Potential of Your Atari Computer!

■ *Codekeys* enables you to set up macros, automated steps which can run specific programs, format a disk or simply move Desktop icons around

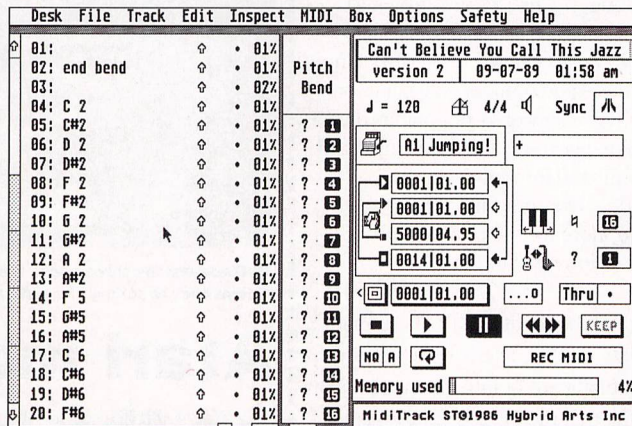
MIDI pioneers back on track

Hybrid Arts have the singular distinction of being the very first company to demonstrate MIDI music-making on a computer, way back in 1985. Lately the company have been in the shadow of the German giants of the MIDI sequencing world such as C-Lab, but now they're back with their own professional sequencer, *EditTrack Gold*.

The company are selling their new sequencer for a very respectable \$99 (about £60), a move which is likely to worry C-Lab and threaten *Cubase*. The sequencer has all the advantages of the GEM environment and includes 60 tracks, meaning that you're unlikely to run out of MIDI channel space.

In common with other sequencers, *EditTrack Gold* includes a tape movement control interface, as well as standard functions such as over-dubbing, muting and bouncing. The range of editing functions available includes system exclusive recording and playback, region editing, graphic and text editing, copy, shadow, mix, unmix, quantise, humanise, transpose and punch in and out.

GenEdit is a generic synthesiser editor also from Hybrid Arts. The program costs \$249 (about £175) and enables you to control, load, save and edit patches from any MIDI device on the market. Alesis, Casio, Ensoniq, Kawai, Korg, Oberheim,



■ The new *EditTrack Gold* is the latest in a long line of high quality, low price sequencers from Hybrid Arts, the software house that started the whole MIDI scene. Looks like the veterans are challenging the newcomers

Roland and Yamaha synths can all be controlled by *GenEdit*. Thus parameters can be modified in real-time, mixers and effects devices automated and punch-ins effected seamlessly.

The program uses a series of templates, tailored to meet the needs of each synth. It controls MIDI devices via system exclusive commands and provides considerable room for hardware updating. Hybrid Arts software is distributed in this country by Digital Muse, 27 Levin Close, Chandlers Ford, Hants SO5 3SH, ☎ 0703 252131.

Stereo sampling arrives on the ST

The same team that brought stereo sound to the ST via the Monster Stereo Cartridge have now produced a stereo sampler with a plethora of innovative features.

The Monster Stereo Sampler can take its sound directly from any CD player, Walkman or Hi-fi, enabling you to modify sounds in true stereo. Clever programming means the sampler uses minimal memory – so little that ST owners with 520K still have 425K in which to place samples.

One of the advanced features is real-time filtering compression. This enables you to sample at very high frequencies, then squash the sound down while still retaining clarity. A sample recorded at 75KHz, say, can be packed down to 7.5KHz. Also, the program can automatically split large samples and save them on several disks. If you have 2MBytes worth of sample, it can save 800K on one disk, then format another two and save the remaining data on them.

All the standard sampling functions are included: split screen display, full volume control, cross fade, pan, oscilloscopes and output in mono or stereo. The program also makes extensive use of the STE DMA chip.

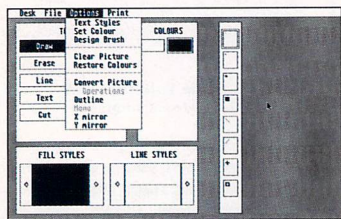
No price has been set yet, but it's likely to be under £80. For more info contact MPH ☎ 0603 503382.

Make an IMPrint

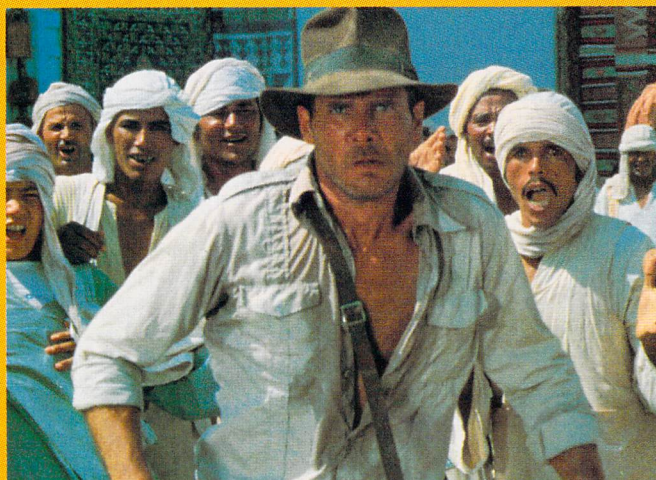
Who thinks up these program names, anyway? *IMPrint* is a printing package which can provide hardcopy versions of colour or monochrome pictures. It works with either 9-pin or 24-pin printers – meaning that even if you update your printer, you don't need new software.

Degas, *Neo* and *TNY* pictures can be converted to the currently selected resolution; if they're colour they're automatically grey-scaled. The number of print head passes can be modified right up to nine at a density of 3. A mini art package is included, so you can add shapes or text to a picture.

The package runs on any ST in any resolution and costs £10.95 for the mono printer version and £15.95 for the colour version. Contact *zzSoft*, 3 Riverdale House, Mytholm Close, Hebden Bridge, West Yorkshire HX7 6BP, ☎ 0422 845528.



■ *IMPrint*, a contender for the title of top printer utility program, now held by *Flexidump*. Check it out for yourself on this issue's Cover Disk (see page 38)



■ The man with the fedora and the loathing for rats is off to Atlantis. However, Dr Jones wouldn't say whether his father would be accompanying him

Indiana Jones and the search for Monkey Island 2

Lucasfilm, the software house responsible for the Indiana Jones graphic adventures and June's *FORMAT* Gold winning *Monkey Island*, are busy again. Coming soon are *Indiana Jones and the Fate of Atlantis* and *Monkey Island 2: LeChuck's Revenge*.

The Indy film is based on Dr Jones's search for the mythical land of Atlantis. The game features over 200 rooms and 100 pieces of background artwork. The program

includes the famous Lucasfilm rotoscoping which they claim makes characters appear to wander in and out of the landscape.

The game has been designed to be (wonderful American phrase this) "player sensitive." This means that depending upon your choices in the game you see different "social interactions," "classical puzzle solving" or "Action oriented melodrama." If you can wade your way through the American new-speak, good luck.

Monkey Island 2 begins with the resurrection of the naughty pirate LeChuck who nabbed your betrothed in the first game. The sequel will feature the same humour and animation which made the first game so popular, as well as an improved "point and click interface."

MI2 will feature three skill levels, with each containing different puzzles. Stan, Governor Marley, Guybrush and the team will all be back, doing battle with LeChuck in this user-friendly animated-adventuresque interactive game-world programette (gee, I'm getting used to all these American phrases). Expect to see the games early in 1992 from the US Gold stable.

future
PUBLISHING

Staff Writers

Salary according to experience

Future Publishing, Britain's fastest-growing publisher, is looking for talented and enthusiastic writers to join the team launching *PC Format* – the entertainment magazine for the computer that's almost as popular as the ST.

The magazine is going to be exciting, hard hitting, colourful and informative in its presentation of games, graphics, music, shareware and more for the IBM PC and compatibles, so you need to have:

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■ These are the three packs that Atari are pinning their hopes on for Christmas. Seems they're selling like hot cakes up and down the country, even in Gwent

Atari monopolise on the High Street

For the first time in a while, Atari are happy with themselves. Peter Staddon, Atari UK's Marketing Manager, told *ST FORMAT* they've completely sold their first two-month stock of Family Curriculum packs in just three weeks – a feat which he claims is "by anyone's standards pretty good going."

Staddon also said that distribution is up 40%. What this business speak means is that you can now buy yourself an ST in nearly twice as many shops as you could last year. Boots are rumoured to be signing up Atari to supply STs, while Dixons

have confirmed that they will be stocking both 520 and 1040 ST packs.

On top of all this, Atari's PR arm are claiming ST software sales are completely outstripping those of the Commodore Amiga games machine. Peter Walker, of Atari's PR agency, told *ST FORMAT* "leading distributors" are very happy with sales. He cited a shop owner in Gwent. However, one of the biggest distributors in the country tells us that other formats are selling far better on the games front at the moment. Still, don't despair – ST "serious" software outstrips other formats two to one.



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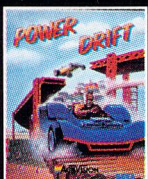
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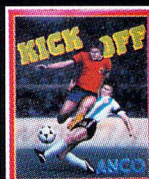
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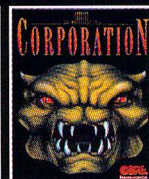
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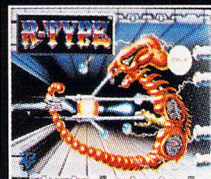
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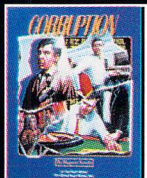
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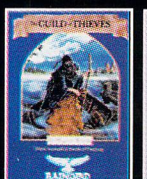
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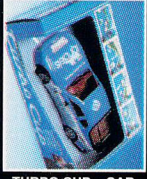
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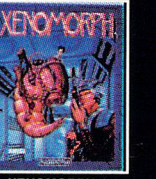
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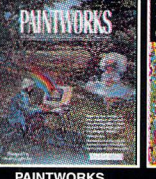
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STFORM 13

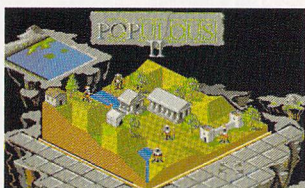
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SAME TIME LAST YEAR

A quick shifty at what was happening exactly one year ago

● Atari's head honcho, Sam Tramiel, was taking great delight in telling the world's computer press about the company's plans for CD-ST. This must have caused Atari UK boss Bob Gleadow some embarrassment: he was emphatically stating that CD technology was an "immature concept." A year later, Atari have just revealed that the move into interactive CD technology is definitely on (see main story, pages 6-7)

● Titus announced to the world they'd acquired the games licence to the film of the year, *Dick Tracy*. Shame that when the game finally emerged it was utterly devoid of gameplay, earning a record rating of 25% in *STF* 20. Let's hope the big guns in Hollywood don't release a *Dick Tracy 2*



■ Last year Bullfrog revealed that they were working on *Populous 2*, sequel to the best selling ST game ever. A year on, ST game-players are still waiting with baited mice

● Bullfrog revealed that they were working on *Populous 2* and promised "a complete re-write." The chaps are obviously keen on making a good job of it because the game isn't due until September *this* year. Ah well, all things come, etc etc.

READ ALL ABOUT IT

Do you have any ST news for us? Write to Andrew Hutchinson, News Editor, *ST FORMAT*, 30 Monmouth Street, Bath BA1 2BW - or if you have access to the CompuServe network, leave a message for *ST FORMAT*, User ID 100012,2571. Leads can be treated in strictest confidence if you wish and we do pay for good stories.

WHISPERS from the amazing ST universe

■ Hisoft are holding back *Word Flair 2* until Atari release FSM GDOS. The new document processor fully supports the revised GDOS and includes a spell checker, a thesaurus, a faster interface and better graphics handling. It will cost £99.95. They're also gearing up for the release of *Harlekin 2*, which they promise is going to be something special. Hisoft ☎ 0525 718181.

■ Mega STE and TT owners can now get hold of a new VME board, the AlberTT, which boosts resolution to 1,024x768, with optional resolutions of 800x600 or 640x480. *ST Report* on-line newsletter say the pricing hasn't been set yet, but manufacturers Dover Research are taking advance orders for the initial production run. The board is non-interlaced, so there's no flicker despite the high resolution. Dover are at 321 West 4 St., Jordan, Mn 55352, USA, ☎ 0101 612 492 3913.

■ In a deal which will net them a cool \$60 million, Atari have sold one of their Far East factories. The company revealed that their Taiwan facility closed down at the end of June, with production being transferred to other plants. A spokesman for Atari said a local businessman offered them a good price for the factory, which was in a residential area, so

Atari decided to sell. The spokesman said this was purely a shrewd business move and had nothing to do with recession problems.

■ ISD Marketing, the American distributors of the *Calamus* range of software, have unveiled a nifty utility program for the top-end German DTP package. The utility, *Convert2X*, converts *Calamus* Vector Graphic file format (CVG) to either *Post-script* or Encapsulated (EPS) formats. The chief use of this would be in transferring graphics to other systems such as Apple Mac programs which make extensive use of EPS format. ISD, 2651 John Street, Unit 3, Markham, Ontario, Canada, L3R 2W5, ☎ 0101 416 479 1990.

■ Lazy typists may be interested in *Abbreviator ST*, an American Desk Accessory that enables you to set up a database of abbreviations. Say you find yourself typing "onomatopoeia" repeatedly (well, you might). Simply set up an abbreviation of the word, like "ona," and *Abbreviator* does the rest. Since it is a Desk Accessory, it can be run from within any word processor, DTP package, database or even sequencer. *Abbreviator ST* costs \$19.95 from Kyle Cordes, 3815 Greengrass Drive, Florissant, MO 63033, USA, ☎ 0101 314 921 0614.

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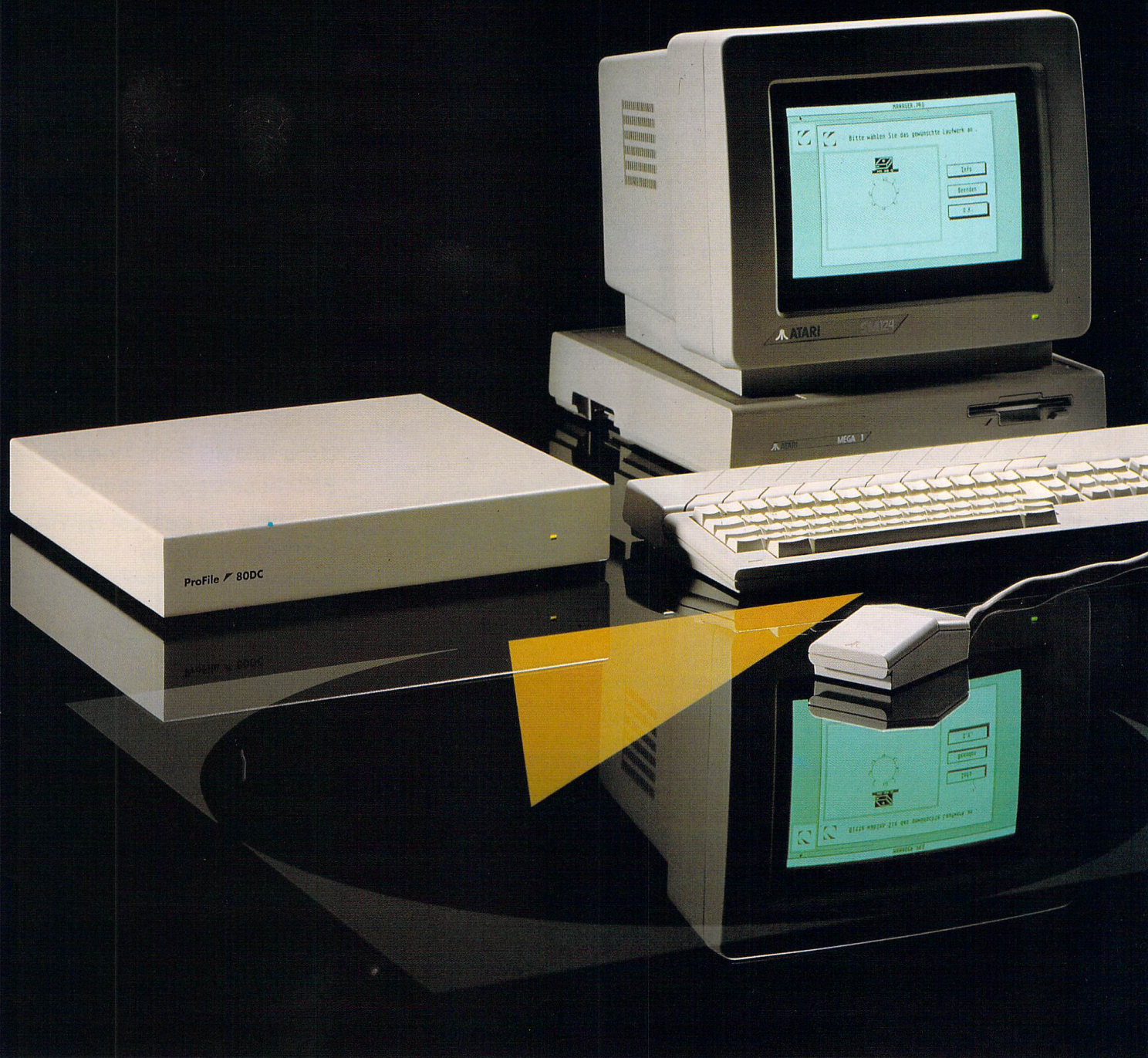
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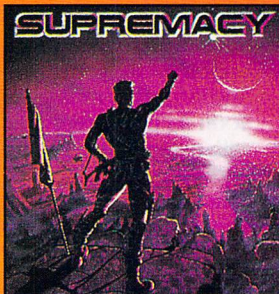
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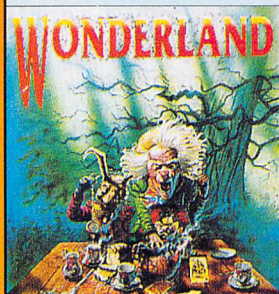
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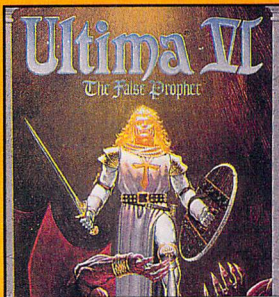
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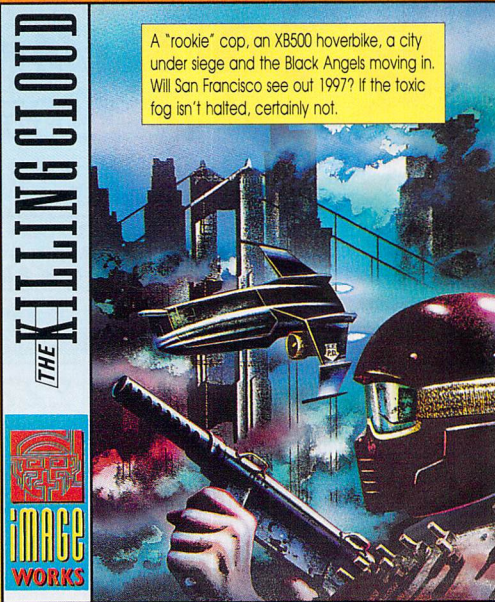
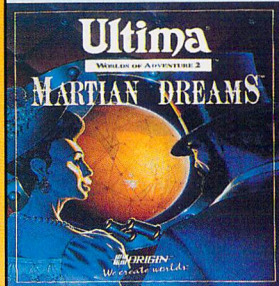
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IN PRODUCTION

■ Elite once again rear their head, this time with **Suzuka GP/Winning Run 2**, a contender for Most Awkward Name Ever. A sequel to *Winning Run*, it's converted from the Namco coin-op and features racing, practice laps and loads of fast cars, automatic and manual.

■ Domark, publishers of the acclaimed *3D Construction Kit* and the not-so-acclaimed *Skull and Crossbones*, have announced yet another football sim. This one's a licence from coin-op bods Taito called **Euro Football Champ** (not to be confused with *European Championship 1992* – see page 18). Strangely enough, the game is to be released to coincide with the European Football Championships in 1992. All the usual features are included, plus some spicy extras – like the ability to knee, kick or elbow another player and get away with it (provided the ref's not looking). Damned unfair, if you ask us.

■ It seems obligatory for every label to produce a *Populous* clone before the Bullfrogs come up with the genuine sequel. The latest is **Utopia** from Gremlin, an open-ended strategy sim played on the familiar 3D isometric display. Your objective is to create a colony on a barren planet and raise the inhabitants' quality of life to over 90%. Ten different alien races are out to build their own cities too, while stealing and spying on yours – but concentrate too much on building your military to counter this and you depress the populace. Sounds like a cross between *Sim City*, *Populous* and *Powermonger* – much like the official *Populous 2*. Who'll get their game out first?

■ **Lemmings** looks set to be one of the most popular games ever released and Psygnosis are keen to exploit it. Before the inevitable **Lemmings 2** arrives early next year, look for a **data disk** in September offering more scenarios for you to tear your hair out over, then in November a **Lemmings Construction Kit**, enabling you to build your own levels full of traps, water and chasms.

■ Not so much in production as just plain newsworthy is the **Team Suzuki Trainer Disk**. It enables you to race at a lower speed so you can get used to the controls. Get a good lap time and you move up a speed until eventually you're good enough for the real thing. If you've already got *Team Suzuki* (the disk won't run without it) you can get a free copy of the *Trainer Disk* direct from Gremlin (☎ 0742 753423) or from a PD library (see the *FORMAT* directory, page 87).

■ Finally, two games that were in production and now aren't. Image-works' Cinemaware titles **Wings** and **It Came From The Desert** won't be released on the ST. Not sure why – certainly the ST could do 'em justice. Ask that guy in the corner with a lemming on his head.

Previews

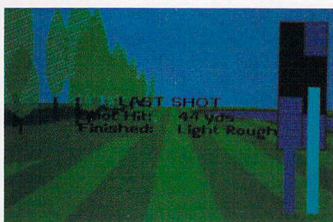
Next month ST FORMAT shows you how to make a grown man weep using only some cheese, a nail and a piece of paper. But for now you'll just have to see what games are coming your way

What have a Wildcat, an Eagle and a birdie got in common? They're all animals, that's what. And they all feature in up-and-coming releases from Microprose.

The F4F-3 Grumman Wildcat is one of the planes in *Air Duel*, a dogfighting arcade-based flight sim from Microprose's subsidiary MicroStyle. The others are a WW I Sopwith Camel or Fokker Dr1 Triplane, a Mitsubishi A6M Zero, a McDonnell Douglas F-18 Hornet or a MiG-29. You can even blow up your enemies' unnamed space vehicle outside a space station in the far future. There's no faffing about with your VSI and ACLS, just head-to-head combat and honest lead death spitting from your machine guns.

If computer enemies just aren't lifelike enough for you, there are a couple of two-player modes: the old-fashioned sat-next-to-each-other-and-swearing-viciously type of game, with a vertically or horizontally split screen, or the more realistic method of linking two STs by a cable via the serial port with each player viewing his own full-screen display.

The game promises to be fully configurable so wimps and heroes alike can tailor it to suit, but whether it lives up to its impressive spec and delivers the excitement remains to

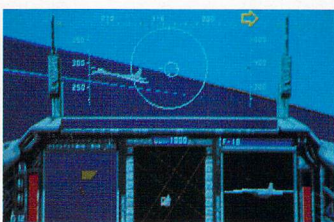


■ Take a shot in *Master Golf* and you're informed of your mood. Here you see that you're just Light Rough, meaning "only slightly annoyed." Heavy Rough would of course mean you're the golfing equivalent of John McEnroe...

Death from the skies

be seen. Several flight sims have failed by being too unrealistic or just mindnumbingly dull. *Air Duel* is due sometime in August.

Before that, *F-15 Strike Eagle 2* should grace the software shelves. *F-15 Strike Eagle* doesn't usually turn up in anyone's Top 100 flight sims, so *Eagle 2* is going to have to be something special to make up for it. It boasts two more scenarios than *Air Duel*, perhaps more uncomfortably realistic – the Persian Gulf, Vietnam, Central Europe, the Middle East, the North Cape and North Africa – totalling (so Microprose say) more than half-a-million square miles of territory. Each area supposedly contains "hundreds" of missions, although they're probably along the lines of "take off, fly left a bit and land" if there really are that many – and you get four difficulty levels and the option of automatic landings, so you don't ruin everything with embarrassing nosedives. You can even choose any of ten positions around your plane to watch yourself



■ "Left here! Left! Left!! Didn't you see that seagull? Slow down! And keep your eyes on the sky! You're not using the mirror much! How's the fuel gauge? I told you to stop at that last garage!" Back-cockpit fliers in *F-19 2*, eh?

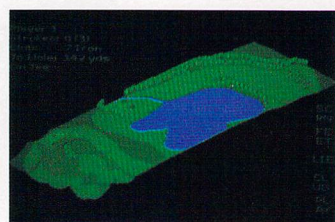


■ Taking a pilot's test for the *F-15 2* isn't much different from your common or garden driving test – the questions are just a little bit harder, that's all. For instance, do you know the stopping distance in wet conditions at 60,000 feet and at MACH 1.5? (Er, about 300 miles?)

in action. *F-15 2* should be here by the end of the month.

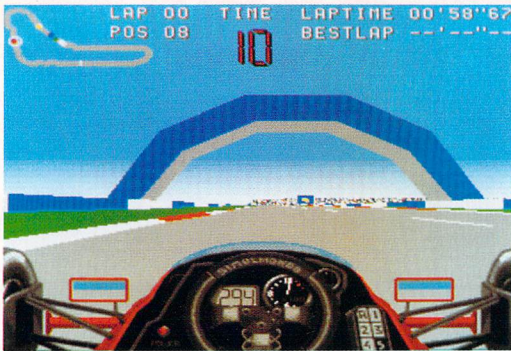
Master Golf, another MicroStyle newie, is an altogether more gentle game. Golf sims haven't been thick on the ground for the ST since the well-known *Leaderboard*, and the decision not to release the popular *PGA Tour Golf* on the ST means this might be the only serious contender.

Six courses are featured, four of them mapped from real life (don't yet know which four) and the other two designed to be as difficult as possible. The 3D perspective view changes to follow the ball when you hit it. Four human players can play ten ranked computer players in one of four difficulty levels and a selection of game types, and as with the real thing you can't just swing the club and hope. Even details like tee height and club choice must be right for the perfect stroke. You can save the game, players and your strokes to replay later. Get your checked trousers and white slip-ons ready – *Master Golf* is due any second now.



■ Is this a) a crumpled piece of green paper with a caterpillar crawling on it, b) a crumpled piece of green paper on which someone has spilled some blue ink with a caterpillar crawling on it, or c) a golf course from *Master Golf*?

ONE FORMULA GAME



■ (Ian McCaskill voice:) Helloo. The weather in *Formula 1* is just lovely – not a cloud in sight and blue skies all over the country. The sunshine is expected to last until late evening at least, and there should be another bright day tomorrow

FILM AT ELEVEN

Who wants to be a television executive? Just think of the pressure – endless meetings, three hour expense lunches, deciding whether to put *Emmerdale* before or after seven o'clock. It's a hard life, all right. Strangely enough, a television executive is exactly what you play in *MAD TV*, due shortly from Rainbow Arts. The subtitle – *Money, Love and Viewing Figures* – just about covers everything in the game.

This geezer called Archie has fallen in love with (ahem) Betty Botterblom, the TV announcer, and while wandering around the studio where she works he happens to be

mistaken for the new programme director, which is fine because it means he can be near Betty all day. Not only do you, as Archie, try to impress her by buying gifts regularly, you also have the responsibility of improving the station's viewing figures, making better programs, and competing with two ST-controlled opponents out to do the same thing.

Although it's a business simulation, RA are at pains to point out

Imagine you're a programming team looking to make some dosh. What sort of game do you go for? A racing game, that's what, because however dire it may be it always sells a few copies.

Italian developers Simulmondo (it actually means "simulations of the world" in case you're wondering), authors of that other sports sim *I Play 3D Football*, have taken that option with *Formula 1*. It's a vector-graphic racing game with allegedly smoother and faster graphics than any other racing game (not again!). There is so much attention to detail that even the wing mirrors work. As in *3D Soccer* you can alter the level of graphical detail and thus indirectly affect the speed of the game – the more detail you opt for, the slower it runs.

The game is to be marketed by Software Inspirations, the company that own Impressions, and is due out any moment now. As always, watch for our review soon.



■ This isn't actually *MAD TV*, it's the follow-up – *Out Of Its Tree TV*. It features Goofy, Abe Lincoln, a pair of slob and a very untidy room. You should see the instruction manual!

that *MAD TV* isn't dull, and features humour in much the same vein as the *Leisure Suit Larry* series from Sierra (though hopefully it's a little more intelligent). It's being touted as an involving, complex yet fun game with humorous graphics. Find out whether it is or not when *FORMAT* gives it a full review soon.



■ It is, as you might have guessed, a goal. Here we go, here we go, here we go, here we go, here we go, here we go, here we go... You get the idea – it's *European Challenge '92*

BALLS TO THE FORE

Is it time for the next World Cup already? Not quite, but that doesn't seem to affect the number of footy sims being released. A month doesn't go by without a new one being announced. Elite's last effort, *World Championship Soccer*, didn't exactly set the world on fire, but they're hoping to score with *European Championship 1992*.

You might know it as *World Cup '90*, the coin-op by Tecmo. The ST version features the teams playing in Sweden next year and retains all the moves from the coin-op – sliding blocks, jumping blocks, diving head shooting (?), overhead kicks and all that footy paraphernalia that sounds so impressive.

Elite say they are using the original source code and graphic data from the arcade original for the ST version, though quite how you convert code from a 10MByte 16,000-colour coin-op to a 16-colour 520ST is a mystery. Look out for this ball-bashing ballyhoo in the Autumn.

AND NOW FOR SOMETHING VAGUELY FAMILIAR

It's not often a new label is launched (unless it's a budget subsidiary of a larger company), but a new label is just what Hawk is. The company is to be dedicated to producing "top quality, highly playable" arcade games – but before you cry "heard it all before," they hope to include a little more depth than you find in most shoot-it-if-it-moves-and-even-if-it-doesn't games.

Their first release, on course for the end of July, is a shoot'em-up with trading elements going by the name of *The Executioner*. The main



■ Late home from work, *The Executioner* realises he's in the wrong house and tries to leave without seeing just what the owners were doing with that chain...

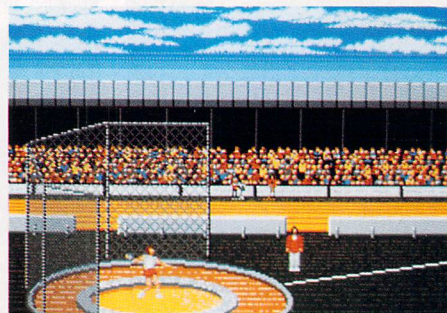
requisites for playing the game are a fast trigger-finger and a high degree of precision. Controlling a spacecraft using the "thrust" method (made famous by *Asteroids* and *Thrust*) you must negotiate caverns, swamps and dungeons, land and take prisoners, while simultaneously fighting off the nasties and refuelling with your third hand. Between planets, you can trade prisoners for fuel and weapons or torture them to gain information on which planet to visit next.

If you've had your ST for a while you might think all this sounds a bit familiar. A glance at the screenshot could confirm your suspicions: the game bears not a small resemblance to *Oids*, the seminal classic of a few years back. This might not be a bad thing. With the advance of programming techniques since then, and with the enhanced graphics and gameplay it seems to offer, *The Executioner* could turn out to be one better of a game – an *Oids* for the '90s, no less.

Almost before you've torn the shrinkwrap off you can expect *Championship Athletics*. As Hawk rightly point out, there hasn't been a major athletics game around for a while so they hope to simultaneously revive the genre and set a new standard into the bargain. In athletics sims you

traditionally needed a joystick of iron and an untiring hand. *Championship Athletics* does feature some waggling, but not all of the 16 events rely on it: the hurdles, relay and field events need precision timing, and the longer distance events (800m, 1,500m and 5,000m) cut the waggling altogether and get straight into icon selecting.

Hawk promise that the graphics are going to be a huge improvement on previous sims and the game overall great fun... but they would say that, wouldn't they? Watch for our review soon. **stf**



■ It's a bit cloudy in *Championship Athletics*. Rain is unlikely except for scattered showers in the South, followed by brighter periods later in the afternoon

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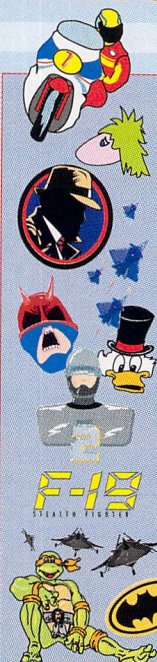
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ST charts

"If at first you don't succeed, try, try again. Then quit. No use being a damn fool about it." – WC Fields

ST CHART CHAT

Gods flies into the top spot, leapfrogging over those scatty *Lemmings*, and is actually outselling all the budget titles as well. The rib-tickling *Monkey Island* drops straight in at number ten, so prepare yourself for some sleepless nights.



■ Knocked off from their top spot, the *Lemmings* commit mass suicide

Powermonger, at number 14, is bravely fighting it out with the newbies. However, the attractions of *Strip Poker 2* might overcome the allure of one of the best god-games ever. *Life and Death*, at number 40, has been a long time coming – it's been advertised for a year. Watch for the full *FORMAT* review next month.



■ Straight in at number 10 for the hilariously funny *Monkey Island*

CHARTBUSTERS

Lawksalordy, we have a winner, but only just. **Stephen Williams** of **Torquay** came closest, even though he got the order slightly wrong, and a brand new copy of *Powermonger* is on its way to him. If you think you can predict next month's top three then bung your choices on a card, along with the month you're predicting for, the game from the charts you'd like to win, and your favourite quote from an SF film. Then send the card to: Chartbusters, *ST FORMAT*, 29 Monmouth Street, Bath, BA1 2AP. This month's "Straight in at number 170" pointers: *Gods* and *Hero Quest*. If no-one gets the top three right, we'll pick the closest winner; employees of Future Publishing and their families cannot enter; and multiple entries will be ceremonially burnt.

ST BUDGET TOP TEN

- | | | | |
|-----|----|--|---------------------|
| 1. | ▲ | Fantasy World Dizzy | Code Masters |
| 2. | ▼ | Steve Davis World Snooker | CDS |
| 3. | ▲ | Little Puff | CDS |
| 4. | ◁ | Ninja Rabbits | Micro Value |
| 5. | NE | Lombard RAC Rally | Hit Squad |
| 6. | ▲ | California Games | Kixx |
| 7. | ▼ | Operation Wolf | Hit Squad |
| 8. | ▼ | North and South | Digital Integration |
| 9. | NE | Xenon 2 | Mirror Image |
| 10. | NE | 3D Pool | Mirror Image |

CHART KEY

RE Re-Entry

NE New Entry

◁ ▷ Non Mover

▲ Up

▼ Down

■ Main Charts: *STF* refers to issue and score of review in *ST FORMAT*. These full price and budget *ST* charts are compiled and supplied by Gallup. © 1991 European Leisure Software Publishers Association Ltd

TOP TEN

THIS TIME LAST YEAR

- | | | | | |
|----|----|---------------------------|---------------|--------|
| 1 | ◁ | Rainbow Islands | Ocean | £24.99 |
| 2 | ◁ | MidWinter | Rainbird | £29.99 |
| 3 | ◁ | Manchester United | Chrysalis | £19.99 |
| 4 | NE | Italy 1990 | US Gold | £24.99 |
| 5 | NE | Metrocross | Namco/US Gold | £24.99 |
| 6 | ▼ | Xenomorph | Pandora | £24.99 |
| 7 | ▲ | Gravity | Mirrorsoft | £24.99 |
| 8 | ▼ | Player Manager | Anco | £19.99 |
| 9 | NE | Football Manager 2 | Addictive | £19.99 |
| 10 | ▲ | Castle Master | Domark | £24.99 |

1	▲	GODS Renegade/Mindscape ■ £25.53 ■ STF 22: 92%
2	▼	LEMMINGS Psygnosis ■ £25.95 ■ STF 24: 94%
3	▲	HERO QUEST Gremlin Graphics ■ £25.99 ■ STF 24: 78%
4	NE	ARMOUR GEDDON Psygnosis ■ £25.99 ■ STF: 86%
5	▼	FINAL WHISTLE Anco ■ £12.99 ■ STF 23: 70%
6	▼	SPEEDBALL 2 Mirrorsoft ■ £24.99 ■ STF 18: 88%
7	▲	KICK OFF 2 Anco ■ £24.99 ■ STF 14: 92%
8	▲	SUPERCARS 2 Gremlin Graphics ■ £19.99 ■ STF 24: 74%
9	▼	F19 STEALTH FIGHTER Microprose ■ £29.99 ■ STF 12: 96%
10	NE	MONKEY ISLAND US Gold ■ £29.99 ■ STF 23: 94%
11	▼	MEGA TRAVELLER Empire ■ £29.99 ■ STF 24: 67%
12	▼	CHUCK ROCK Core Design ■ £25.54 ■ STF 23: 82%
13	NE	WAR ZONE Core Design ■ £20.99 ■ STF: 76%
14	▲	POWERMONGER Electronic Arts ■ £29.99 ■ STF 19: 93%
15	NE	TOKI Ocean ■ £24.99 ■ STF 25: 78%
16	▼	VIZ Virgin ■ £24.99 ■ STF 22: 74%
17	▲	BIG BOX Beau Jolly ■ £29.99 ■ STF: 73%
18	▼	POWER UP Ocean ■ £29.99 ■ STF 23: 82%
19	▼	GOLDEN AXE Virgin ■ £24.99 ■ STF 18: 82%
20	▼	THE KILLING CLOUD Mirrorsoft ■ £29.97 ■ STF 22: 93%
21	NE	Sim City/Populous Infogrames
22	NE	3D Construction Kit Domark
23	NE	Strip Poker 2 Data Disk
24	▼	Wonderland Virgin
25	NE	Kick Off Winning Tactics
26	▼	Super Monaco Grand Prix US Gold
27	NE	Tournament Golf Elite
28	▼	Fists of Fury 2 Virgin
29	▼	Teenage Mutant Hero Turtles Mirrorsoft
30	NE	Emlyn Hughes International Soccer Audiogenic
31	▼	Flood Electronic Arts
32	NE	England Championship Special Grandslam
33	NE	European Superleague CDS
34	RE	'Nam 1965-1975 Domark
35	▼	Brat Mirrorsoft
36	▼	Hollywood Collection Ocean
37	RE	STOS Game Creator Mandarin
38	▼	Turrican Rainbow Arts
39	RE	Hard Drivin' 2 Domark
40	NE	Life and Death Mindscape

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ST FORMAT AUG '91

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Memory problems? Forget 'em!

*Having trouble with your memory? No room for Desk Accessories?
Getting "disk full" error messages whenever you try to save your work?
You need new, improved, added RAM! Memory man Peter Crush looks
at eight memory upgrades to give your humble ST real RAMbo power*

When the ST first came out, the 520's 512KByte Random Access Memory (RAM) looked huge compared to that of the home micros of the day like the 48KByte Sinclair Spectrum. The trouble was, programmers soon got used to writing powerful programs which used all that memory, with really serious ones like *Calamus* needing 1MByte to run at all. Many ST owners now wish they had more power. Don't panic! Even if you have a 520 ST, there's no need to throw it away and buy a Mega. You can simply add extra RAM to your ST to give it the memory power you need. It's equally possible to turn a 1040 ST, with its 1,024KByte (1MByte) of memory, into a 2MByte or 4MByte machine.

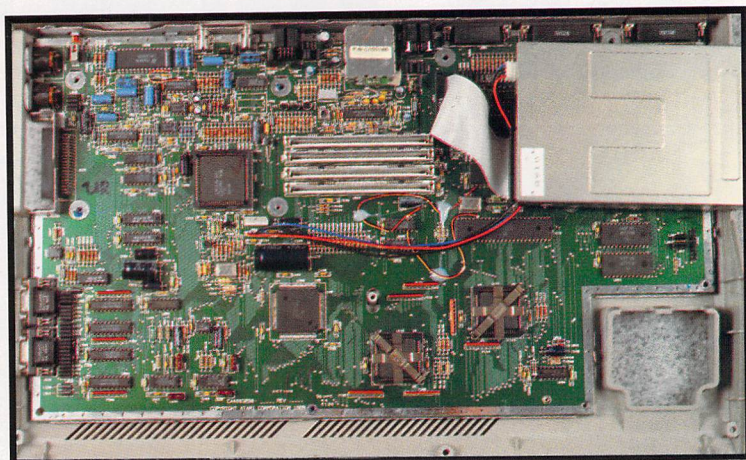
Do you really need extra memory? It depends on the uses you put your ST to. For doing nothing

more than playing games, you can probably get by with a basic model 520 ST, although even some games now need 1MByte of memory. But for business or "serious" uses like desktop publishing or music sequencing, you really need more than the basic half meg. Assuming you already have a double-sided internal disk drive installed, a RAM upgrade should be your next priority. For the minor expense of upgrading to 1MByte, you gain a whole new lease of life for your ST. Having more memory enables you to use the bigger, more powerful programs, and keep those useful but memory-hungry Desk Accessories (DAs) available as well.

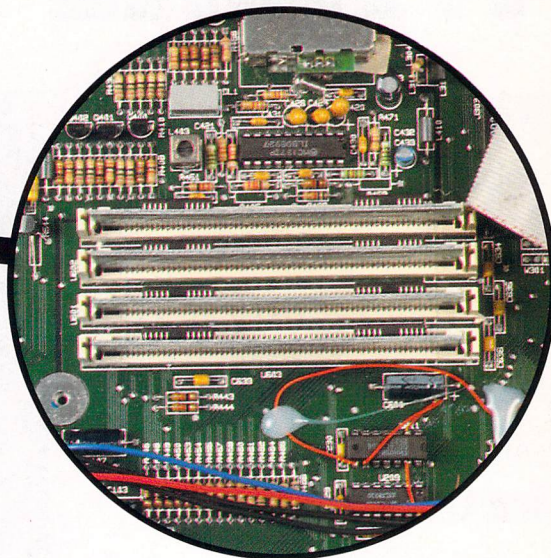
Upgrading your memory sounds good, then. The next question is whether it's worth going beyond 1MByte, to 2 or even 4MByte. Well, you

might need to if you want to run large programs, DAs and replacement Desktops like *NeoDesk*, and also hook up an Atari laser printer, which needs a minimum of 2MByte just to control it! (For details, see this issue's printer roundup, beginning page 98.) So in this special feature we look at the pros and cons of upgrading, review the leading upgrade boards on the market, and assess which ones are the best buys.

If you fancy increasing your ST's memory power, what options are available? Well, if you're into electronics, you could solder some additional memory chips into your machine's circuit board. Most of the older 520 STs are based on a cut-down version of the 1040 board with space for the extra chips that were left out. But this is not a



■ Most STes boast a very straightforward memory upgrading option. They make use of SIMMs – Single Inline Memory Modules, which are essentially boards of memory that plug straight into the circuit. These boards are standard, simple to fit, cheap and easy to buy. It's trickier with an older ST – but we tell you how!



particularly easy job, and you can only go up to 1MByte this way.

The second option is to take or send your machine to one of the companies offering a memory upgrading service (a list of them is included on page 28). They either solder in extra memory for you or install one of the kits available. If you are not very handy when it comes to taking things to pieces, this is your safest option!

The third possibility is to buy an upgrade board from one of the many suppliers and do it yourself. This has become the popular route for many owners, and with intense competition between the various firms making these DIY kits the prices are quite attractive. Before deciding which board to go for, think about what memory power you are likely to need. If the board you buy can only take you to 1MByte, that might be enough now but no good next year if you suddenly want even more memory. With some boards you can add more memory later but with others you cannot, so check this and other important features using our Comparison Chart. If you make a pig's ear of the job, most suppliers offer a "get you out of trouble" repair service, or do the whole installation for a small charge.

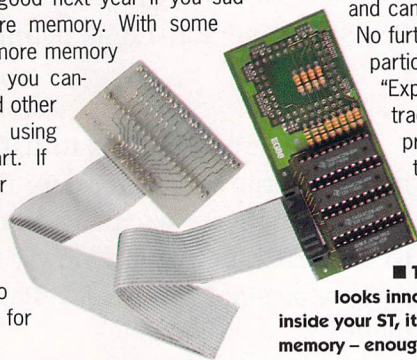
In this **FORMAT** test we look at the RAM upgrade kits available from the leading suppliers and assess which are the most useful. All of these were checked using an old-ish 520 STFM. There are other more specialised upgrades on offer from the same sources too – ones that are soldered in, ones for the Mega STs, ones for STes, and so on. With your new-found knowledge, and after studying the current adverts, you should have no trouble choosing the kit you need. Now "Let's meet the eight that are going to generate" – more RAM!

Third Coast 0.5MByte RAM upgrade

£59.99 Third Coast Technologies
☎ 0257 472444

This is one of the easiest plug-in kits to install, and can take any 520 ST up to 1 MByte. No further memory can be added to this particular board, but Third Coast's "Expansion Policy" means you can trade in the board and get the full price you paid for it against one of their bigger upgrade boards. The RAM chips are on a small PCB which plugs on top of the MMU,

■ This compact, easy to fit little kit looks innocent enough. But once in place inside your ST, it gives you half a megabyte more memory – enough for just about any application



and a ribbon cable links this to another small board which plugs into where the Video Shifter chip is located, the chip then plugging in on top of that PCB. This kit is a good choice if you want a fuss-free installation to get your machine up to 1MByte, and comes with a memory checking utility on disk. Being the cheapest kit on offer makes it the Best Bargain Buy.

FORMAT RATINGS

Third Coast 0.5MByte RAM upgrade	
Features	69%
Instructions	79%
Ease of Installation	87%
FORMAT VALUE	87%

XTRA-RAM

0.5Mb £69.99, 2Mb £159.99

Frontier Software ☎ 0423 567140

This board from Frontier Software is tried and trusted, well respected even by their competitors, which is saying something! The board can be used to provide a 0.5MByte upgrade for any 520 ST, and is expandable to give a maximum memory of 2.5MByte by changing the RAM chips later if you wish. The RAM is on its own board, which connects to the MMU and Video chip via the usual two small PCBs at the end of ribbon cables. This board is used by many of the RAM installation services, or can be fitted into your ST by Frontier for £40 including courier collection

UPGRADE IT OR TRADE IT? THE CHOICE IS YOURS

You can upgrade a 520 ST to 1MByte for under £70 – advisable, affordable and well worth it. An upgrade to 2MByte is around £150, and upgrading to 4MByte could set you back nearly £300. Given that a new 520 STE costs only £300 or less, and increasing its memory is easier and cheaper than upgrading the ST's, you should weigh up whether it's worth bolting expensive new bits onto an old machine.

STes are easier to upgrade because they use the more modern

SIMMs (Single Inline Memory Modules). You can plug in more of these very easily, or even buy the machine already upgraded. Look through the adverts in any issue of *ST FORMAT* and you find the typical price for a new 520 STE with 2MByte of memory pre-installed by the dealer is only £360, or £440 for 4MByte.

As well as the extra memory, you have the advantages of the newer STE machine with its extra colours, its stereo sound and the

latest version of TOS. But if money is tight, you can upgrade your existing machine's memory as far as you can afford, and with some boards add further RAM up to 4MByte later when funds allow.

Many boards, however, only enable you to go to a maximum of 1MByte, and some to just 2 or 2.5MByte. What's more, the standard ST can only be upgraded to a maximum of 4MByte in any case, because its memory management system can only recognise up to

this limit. And finally, a 520 ST can have 0.5MByte added to give it a total of 1MByte, or a 2MByte board to make it 2.5MByte, but add a 4MByte board and you get a total of 4MByte, not 4.5MByte!

If you think 4MByte of RAM is big, the new Atari TT can have a maximum memory of 26MByte! TT and STE owners are still in the minority, however, so this feature concentrates on how you can upgrade the memory in the older ST machines.

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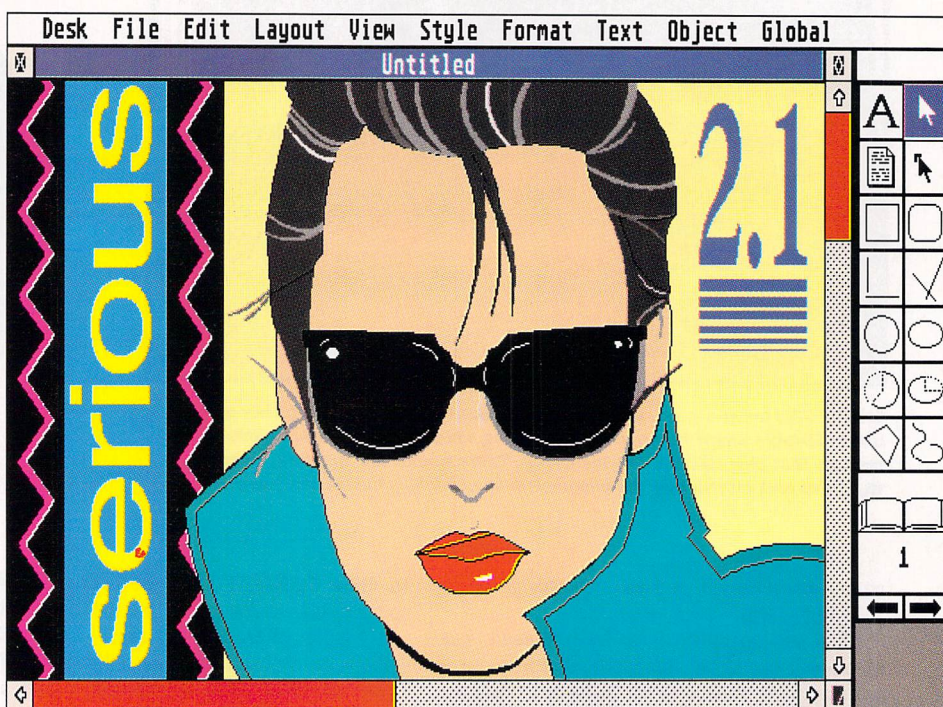
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Actual PageStream 2.1 screen shot. PageStream is ST/STE/TT compatible.

Have you ever been envious of all the neat DTP programs for the Mac? They have all those great PostScript fonts, multitudes of clip art and with Adobe Type Manager they don't have screen-jaggies. "Sure, we didn't have to mortgage the house to buy a computer, but it would be nice to have all those fonts."

SAY NO TO MAC ENVY

At Soft-Logik, we have a cure for Mac envy. We call it PageStream 2.1. Do you want PostScript fonts? PageStream lets you use any PC format PostScript font. Plus, PageStream can print PostScript fonts on your dot matrix, inkjet, HP or Atari laser printer!

SAY YES TO HINTED COMPUGRAPHIC FONTS

There are now two types of Compugraphic fonts for the Atari: unhinted, non-standard format fonts and hinted PC standard Intellifonts. Guess which we chose? PageStream 2 has the latest Compugraphic Intellifont Bullet technology. These typefaces are hinted so that they look great on all printers, even at small sizes. Of course we give you ten fonts from the Times, Triumvirate and Garamond families to get you started..

LOOK MA, NO ATM!

Because Adobe Type Manager is not likely to be released for the Atari any time soon, we've built font scaling technology into PageStream 2.1. When you select Palatino Italic 72, that's what you will see on the screen, even if you rotate it or bleed it off the page. PageStream scales all Compugraphic, PostScript and Soft-Logik outline fonts.

HOW MANY GRAPHIC FORMATS DO YOU KNOW?

Take thirty seconds to list all the graphic formats you know. Chances are that PageStream will know even more! Whether you need PostScript illustrations with bitmap previews, 16 million color pictures or scanned greyscales, PageStream will handle them.

WHY DID WE GO TO ALL THIS TROUBLE?

Soft-Logik exists because of Atari users like yourself. We grew up with the Atari ST and we think Atari users deserve the best. We believe PageStream 2.1 is the best. So the next time you feel Mac envy, take a dose of PageStream 2.1. You won't be left wondering "where's the Mac?"

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and delivery. Clear instructions and a RAM testing disk are provided. Jumper leads which clip into place are provided for use if necessary. Frontier can supply you with chips that might need to be replaced at cost price (a new MMU chip, for example, is £25), and they offer a 10 day money back guarantee on the upgrade kit.

FORMAT RATINGS

XTRA-RAM 0.5MByte/2MByte	
Features	84%
Instructions	84%
Ease of Installation	80%
FORMAT VALUE	81%

Power 2MByte

£99 Power Computing ☎ 0234 843388



Power Computing say this price, quoted in their latest adverts, is not a misprint but the result of their bulk buying and own manufacturing facilities. The board is nicely produced, and using small sized RAM chips comes populated either with 2 or 4MByte. The memory is housed on a small PCB which plugs into the Video Shifter chip socket, and is linked to the MMU by the usual ribbon cable terminating in another small PCB which plugs onto the MMU chip. Jumper leads are supplied if existing memory needs to be disabled, and the instructions, in a small printed booklet, are clear and concise. The competitive pricing certainly takes on the opposition with a vengeance: you get more memory for your money with this kit than any other tested, and extra can be added, up to 4MByte.

FORMAT RATINGS

Power 2MByte	
Features	88%
Instructions	84%
Ease of Installation	90%
FORMAT VALUE	92%

Aries 2MByte

£139 Ladbroke Computing
☎ 0772 203166

This board is designed and manufactured by Ladbroke Computing, and can be expanded up to 4MByte. This is the smallest, most compact board on test – the RAM chips reside on a PCB

MEMORIES ARE MADE OF THIS

The memory upgrade kits available for the ST have to be installed inside the machine, unlike those for some other micros where they can be plugged into a cartridge port. Internal installation, however, makes for a neater job, and the ST behaves exactly as if it had had the bigger RAM from scratch. Each kit consists of a printed circuit board (PCB), to be installed into your ST. The boards come either "populated" with RAM, or "unpopulated" – that is, bare of memory chips. To populate one of these, you have to plug your own memory chips into the sockets on the PCB. Unpopulated boards are cheaper than populated, but you then have to buy the RAM chips yourself, and this takes the price up a bit. If you have a source of memory chips you might save some money this way, but it is more convenient to buy the board ready populated – and you have a better comeback if the kit doesn't work properly for any reason.

The RAM board is usually connected by plugging it into two places inside your ST, the Video Shifter Chip socket and the Memory Management Unit (MMU) chip. This is done with ribbon cables which link the RAM board to small PCBs that clip into place over these Video Shifter and MMU chips. With some upgrade kits, minor soldering is necessary and "jumper leads" may have to be connected to parts of the ST's main circuit board. All the upgrade kits reviewed here come complete with these extra bits and pieces if they are necessary. Memory chips are getting smaller and more powerful all the time, making the latest kits very neat and easy to fit.

only 61mm long by 51mm wide, and with a total thickness of only 11mm it easily fits over the Video Shifter chip. The kit requires the soldering of a number of colour coded leads attached to the board to various locations on the ST's circuit board. The legs which plug the board into the Shifter chip's socket are the best of any of the review kits, and Ladbroke claim that the soldered connections give better contacts and therefore greater reliability. This could be a consideration especially if you transport your ST about much. Those used to tinkering with circuitry should find the installation fairly easy, but if you are not confident Ladbroke can fit it for a small charge.

FORMAT RATINGS

Aries 2MByte	
Features	87%
Instructions	89%
Ease of Installation	75%
FORMAT VALUE	84%

Alfa Data 2MByte

£149 Gasteiner Technologies
☎ 081 365 1151

This 2MByte populated board is made in Taiwan and looks to be good quality. Suppliers Gasteiner give a two year warranty with it, and also offer an extremely cheap installation service for the timid. In fact installing this board, like most of the others on review, is pretty straightforward, the usual

PCBs connecting onto the Video and MMU chips and linking to the RAM board by ribbon cables. Jumper leads are supplied to disable any excess RAM already in the ST. This is not applicable to 520STs, but would be done if you were upgrading a 1MByte ST with the 2MByte board. You cannot upgrade this board any further, but if 2MByte is enough, Alfa Data is one to consider. A 0.5MByte board is also available.

FORMAT RATINGS

Alfa Data 2MByte	
Features	79%
Instructions	79%
Ease of Installation	83%
FORMAT VALUE	83%

Evesham 2MByte

£179 Evesham Micros ☎ 0386 40303

Yet another variation on the same theme, this kit uses SIMM chips – which means that expanding to 4MByte later is merely a matter of plugging two small boards into the empty sockets on it. The RAM board connects to the Shifter and MMU chips via the normal method, and also takes a four-way lead from the point which normally powers the internal drive, with an additional lead supplied to link the board to the drive, thus restoring its supply. Jumper cables are also supplied to disable any excess RAM already on board the ST. Two metal earthing straps attach the board to the

MEMORY UPGRADES – ALL THE DETAILS AT A GLANCE

Upgrade board	Supplier	Price	RAM supplied	Further expansion	Rating	Comments
Third Coast 0.5MB	Third Coast ☎ 0257 472444	£59.99	0.5MByte	by trade-in only	87%	Best Bargain Buy
X-tra RAM	Frontier ☎ 0423 567140	£69.99	0.5MByte	to 2.5MByte	81%	Overpriced
Power 2MByte	Power Computing ☎ 0234 843388	£99	2MByte	to 4MByte	92%	Best Buy
Aries	Ladbroke Computing ☎ 0772 203166	£139.99	2MByte	to 4MByte	84%	
Alfa Data	Gasteiner ☎ 081 365 1151	£149	2MByte	none	83%	Incl 2 yr warranty, free installation
Z-RAM 2.5MByte	Third Coast ☎ 0257 472444	£159.99 £249.99	2MByte 4MByte	to 4MByte	74%	Fiddly
Evesham	Evesham Micros ☎ 0386 40303	£174.95	2MByte	to 4MByte	72%	
Gigatron	Compo ☎ 0480 891819	£279	4MByte	N/A	82%	English instructions being prepared

All the above offer an installation or repair service or both, except for Compo – contact them for information.

Note that the above upgrade kits, or very similar ones, are available from other suppliers as well. It pays to shop around.

TROUBLE SHOOTING IF IT DOESN'T WORK

Is it all really as easy as the adverts suggest? In most cases, yes! But you can be unlucky. There have been a number of different ST main circuit boards, and some of them make the installation of these kits a bit difficult. You cannot tell which version you have until you open up your machine. All the kits reviewed go into good detail about these ST variations, and in most cases there is a solution to any problem encountered. One of the worst things that can happen is that the Video Shifter chip or MMU may not be "socketed" – in other words, you can't unplug them because they are soldered down onto the ST. Another problem is that there are three versions of the MMU chip and yours may be the "wrong" one, meaning it cannot recognise or address the extra RAM installed. The three versions of this chip can be identified by a number printed on it, and the solution is to replace the MMU with the correct one. If you encounter any problems like these, you're better off sending your machine to be fixed by the experts – so check that your supplier can provide this kind of backup, and budget for the possible extra cost. However, with the majority of STs you're likely to find the process a fairly simple affair – but an exciting one!

➤ ST's metal shield. Evesham stock a number of other slightly cheaper boards as well.

FORMAT RATINGS

Evesham 2MByte	
Features	84%
Instructions	82%
Ease of Installation	70%
FORMAT VALUE	72%

Z-Ram

2.5MByte £159.99, 4MByte £249.99
Third Coast Technologies
 ☎ 0257 472444

This American-made board is also available from Third Coast, and consists of two identical PCBs back to back. With RAM chips on one side only, you get 2.5MByte. Fill up the other side and you have 4MByte. The RAM is on the PCB which plugs onto the Video Shifter, and a heavy duty ribbon

cable links this to the MMU via a small PCB with no components on it, just pins which plug into the MMU sockets. The instructions are quite detailed, and suggest that to obtain a good permanent connection here, a hot glue gun can be used to fix the board to the MMU. No other connections or modifications to the ST are required, and a RAM testing disk is also supplied.

FORMAT RATINGS

Z-Ram 2.5MByte/4MByte	
Features	78%
Instructions	80%
Ease of Installation	72%
FORMAT VALUE	74%

Gigatron 4MByte

£279 Compo ☎ 0480 891819

This board, distributed by Compo, comes from Germany and is very nicely made and easy to

install. The review model came with a chip extraction tool and the German instructions, including colour photos. An English translation is being prepared. To install this board, you take the MMU chip out of its socket using the tool supplied, then plug the PCB with the RAM chips on it into its place. The MMU is then plugged into this board, and a ribbon cable links this to the Video Shifter chip, where the usual procedure is carried out – remove Shifter chip, plug PCB into its place, plug chip into PCB. That's it! This is certainly not the cheapest board available, but it takes you up to maximum memory in one very swift, easy move, and a RAM testing disk is included.

FORMAT RATINGS

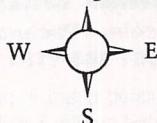
Gigatron 4MByte	
Features	90%
Instructions	N/A
Ease of Installation	91%
FORMAT VALUE	82%

OR ALTERNATIVELY

There are a number of independent installers who can fit extra RAM to your ST in addition to the suppliers of the kits reviewed. Check with them direct for details of price and availability.

- Array Computer Services Ltd, Leicester.
☎ 0533 628182
- Penge TV and Video Services, London.
☎ 081 659 2851
- Analogic Computers (UK) Ltd, Kingston Upon Thames. ☎ 081 546 9575
- SGM Electronics, Wigan. ☎ 0942 321435
- Atari Workshop, London. ☎ 071 708 5755

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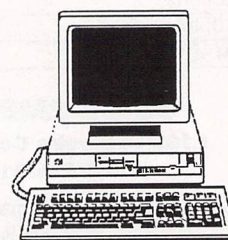
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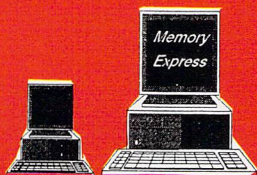
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MEGA 2 - 4MB PLUG IN SOLDERLESS EXPANSION BOARD	£161.49
520 - 1040 PLUG IN BOARD UNPOPULATED	£28.49
520 - 4MB BOARD UNPOPULATED	£56.99
520STE - 1040STE PLUG IN SIMMS	£37.99
520 STE - 2.5MB PLUG IN SIMMS	£123.49
520 STE - 4MB PLUG IN SIMMS	£218.49

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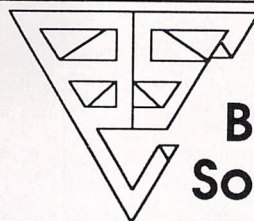
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Soul-II-ST

“With the right software the ST is a fantastic tool, enabling me to do precisely what I want to be doing without getting in my way” – Will Mowat



■ Will Mowat's setup includes state-of-the-art synthesisers and sequencers. Well to the fore is his 4MByte STACY, running C-Lab software



Soul II Soul are the hottest group to hit the music scene in over ten years. Their records have gone gold the world over, blazing a trail across Europe and America – and they create their unique sound on an ST. In this exclusive interview Andy Hutchinson talks to Will Mowat, co-writer and keyboard player on the band's forthcoming LP, about soul, samples and STs



■ Eugene Ellis (at the back) is Soul II Soul's chief engineer. He's the chap who has to feel his way around the Trident Di-An desk, mainly because nobody from NASA was available at the time. The sequences the ST produces are piped straight into the board for mixing, along with the song's other vocals and instrumentals

How do you follow up one of the best received albums in years? When Jazzie B, creator of Soul II Soul, hatched his plans for the group's third album, he built his own studio, installed the very best equipment and then recruited a team of top rank musicians. Hence, one afternoon, Will Mowat, freelance musician and MIDI sequencing genius, got a call from Jazzie B, asking him to work on the album. Being of sound mind, Will of course agreed, and his superb range of synthesisers now adorn the studio, with the whole setup controlled by a STACY.

Andy: Perhaps you could tell us about the philosophy behind the band?

Will: "Soul II Soul is a collective of ideas and musical inputs from various sources put together under the one name. Jazzie B is the driving force behind the various activities that go on under the umbrella name, such as record labels, music publishing, club DJs – there's a Soul II Soul shop in Camden. The music side is the high profile side because it features Jazzie in all his glory, and then depending on the project there are other people brought in to add to what he has to offer.

"Jazzie B is the driving force behind what really gets put down on tape. When it gets mixed he is the producer; he is also a contributor to the lyrics and like all good producers he knows how to bring together the various personnel for particular projects.

"The current major project we're working on is the next Soul II Soul album, number three – no name, not even a working name yet. It's still relatively early days, so we can't say what we're exactly going to be doing. Whether it'll be highly structured songs or loose grooves, we haven't yet decided. The material is being brought together now. The vocalists are being got together. So just to demonstrate what Soul II Soul is, for this album it's Jazzie and myself writing some of the material, bringing in some friends to write more material, then bringing in musicians to cover aspects that we can't cover, such as live drums and live bass, percussion, brass, strings

– anything we fancy, really, that we can't cover. Fundamentally, the whole thing will be driven from the ideas we create and the equipment we use.

"One always likes to think that the equipment one uses comes second to the ideas one has, but there's no getting away from the fact that certain equipment does shape the way you work. I tend to start feeling inspired to start doing some proper work when I've got the sounds I actually want to finish up with, so it's not enough just to have a keyboard, and a snare, and a bass, and strings and so on, as a so-called 'workstation' would provide – you've got to have really the snare that makes you feel inspired to find the kick, the high-hat, the tambourine, the whatever. It's really not enough just to have any kind of equipment."

I remember seeing you demonstrating version three of C-Lab's Notator at last year's British Music Fair. Is this the main software you run on your ST?

"Yes, I use Notator. I have been using it for about three years. Now, as everyone knows, Notator and its



■ Jazzie B, the face at the front of Soul-II-Soul and the "driving force" behind it



■ Will places his faith in utility rather than flashiness. Accordingly, his kit has been built up over the years to offer rich, powerful sounds, rather than a plethora of flashy but ultimately useless functions. His Oberheim and Prophet synthesisers (right) are famous the world over for their deep analog sounds. These sounds can then be modified or added to by means of the effects units (left), like the Roland Digital Piano synthesiser

➤ sister program *Creator* only run on an ST, not on any other computer, and it's for that reason I use the ST.

"I must say I'm more than pleased to use the ST, because in all honesty I've not had any problem with it over the past three and a half years that I could write home about. The ST – and I'm touching rather a large lump of wood here – has been very faithful, a very good bit of hardware. But maybe that's because of the software. If the software doesn't behave itself, the user normally puts the blame on the hardware – but that's incredibly unfair. It may be true some of the time, but most of the time it's the software writers that can't actually get around what the hardware is doing. I think the C-Lab chaps who designed *Notator* – Gerhard Lengeling and Chris Adam – have got around virtually all the hardware problems that the ST does throw out. To be honest, I couldn't care less about the computer as an end in itself. But with the right software the ST is a fantastic tool, enabling me to do precisely what I want to be doing without getting in my way."

What accessories and add-ons do you use on your ST?

"The ST Desk Accessory I use most is *Universal Item Selector 3* – actually, it's an AUTO folder program, and is everything Atari's own item selector should have been. I also use the new CPX modules for the Control Panel – this now automatically disables the keyboard click, which I hate, but keeps the metronome click in *Notator*'s record mode. I use the Contriver mouse, which is by far the best mouse I've ever come across, very high-geared."

What exactly is your setup, based on the ST?

"Well, the setup I use for writing – and for production of the tracks themselves – is based currently on a STACY 4 with the 4MByte RAM and 40MByte hard disk, the *Notator* software with Unitor and Export to provide all MIDI channels and synchronisation. That's the heart of the system. I'm currently beta-testing Version 3.1, which offers some great new things, especially the graphic arrangement. Then I have a number of keyboards, which range from the Rhodes MK80

via the Korg M1 to the VS – and there's a Roland JX10 keyboard as well, and then lots and lots of modules like the Matrix 1000, the Roland TX816, the Korg M1R, lots of other things as well.

"I use four Akai S1000 samplers, each with 8MBytes of RAM. I have two archiving systems. One is the PLI removable hard disk drive, and also the DAC RW 6000, a magneto-optical compact disc. I've got loads of drum machines as well – the old Roland CR78, the TR808, the TR909 – all linked up, so we have about 60 audio outputs, not used all at the same time of course. They all run into our current desk, which is the Trident Di-An console. It then gets recorded onto the Sony 48 track machine, then mixed onto tape."

Do you use the ST for anything other than sequencing?

"I'm about to start experimenting with the new ADAS system from Plasmec, a unit which enables you to record onto hard disk – or in my case onto a magneto-optical. The nice thing about this is that it is a stand-alone box, unlike *Sound Tools*.

"The other possibility I could use it for is synthesiser sound editing. I've been experimenting with C-Lab's *Polyframe*. It's, if you like, a universal editor. You can have a number of software modules within one computer which are slotted into a so-called software mainframe, which is *Polyframe*. The modules are each designed for a range of synthesisers, so they'll be bringing out, for instance, a Korg M1/M3 module, an SY77 module, and a universal module to allow you to design your own editing. You can have quite a few modules resident in an ST with 1MByte RAM and still have your main sequencing program running at the same time.

"I use the ST not because it is better than any other computer but because so far the programs I have found for it have been exactly the programs I've been wanting to do my work, and that is what it always comes back down to."

Does anyone else use the ST in the studio?

"Well, Jazzie uses it through me because I'm not just a writer, I'm also a programmer and if you like an enabler of musical ideas. When Jazzie comes up with his ideas, my task is to be the

transparent finger that writes – I'm his hands, his interpreter, so I try to put the ideas down on the ST. So he uses the ST through me. The engineer doesn't, but there are other writers and they all use the ST."

Has the computer had any influence upon what you're doing?

"Yes, of course using the ST has influenced our work. It means I can see a project through from writing to final production, using the same software, the same sounds, with complete control, knowing what I'm doing.

"The computer has been a tremendous democratiser of availability of opportunity to create music. I understand that the ST's architecture does allow the software programmer of a sequencer, say, to be much more flexible about the way he works, in that the architecture can be totally reconfigured to fit what the programmer wants to do rather than the programmer having to fit within a set of standards, as happened on the Mac.

"The advantage is that the programmer can come up with more or less exactly what he intended and can make the ST bend over backwards to produce results. The disadvantage is that it produces a high level of incompatibility between programs. It's certainly true that a *Notator* or *Creator* is faster in operation, is more responsive, than an equivalent program on the Mac at the same processing speed.

"If there was no computer in the studio, then music would not be what it is now. The reason you have so much house music and dance-oriented music is the availability of the computer. It means that people with little or no musical knowledge – but with a certain streetwise musical

"When Jazzie comes up with his ideas, I'm his hands – so he uses the ST through me"

ability and access to some noise producing hardware – can paste together a series of beats that passes for dance rhythms, and A and R departments pick up on these things and release them.

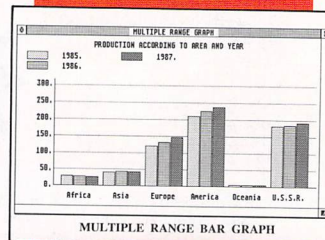
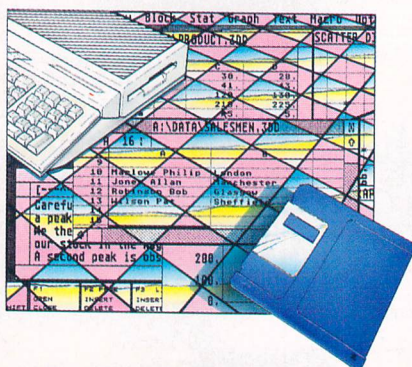
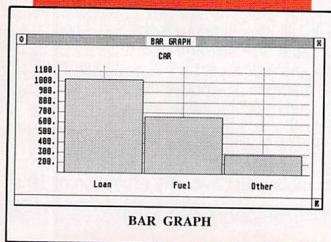
"The ST has been at the forefront of this revolution. The ST is the most widely used computer in music, in Europe anyway, and therefore – I think it's not too strong to say – is responsible for a lot of the direction which music has taken within the commercial sphere. That and, of course, the software. Which came first, the hardware or the software? Well of course it was the ST that came first. The programmers saw the possibility of the ST and jumped on the bandwagon – Steinberg, C-Lab, Hybrid Arts and a plethora of other smaller companies."

Is it possible to achieve in your bedroom results similar to what you can achieve in your studio?

"The answer is 100% yes. It is certainly possible – and I do emphasise *possible*. I was interested to read the Neil Palmer articles earlier this year about this very thing [STF issues 21 – 22]. With the right guidance it is *possible* to produce music like what you can hear on Radio 1 or Capital Radio – but of course that's not the same as saying that you *will* have success this way.

"I mean, Neil Palmer was absolutely right. The guidelines he sets down for creating the right

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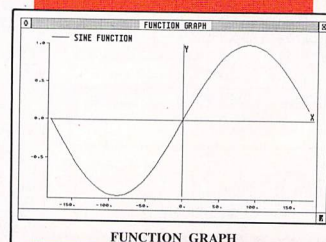
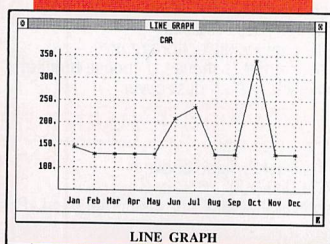
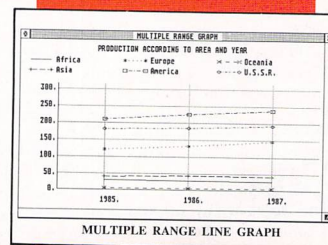
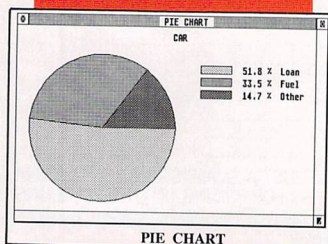


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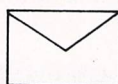
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How do you feel about these ST produced chart records?

"It has to be spelt out quite often in this business that you must never confuse what passes for music in the national charts with what actually is music. What goes out in the national charts may be musical, but that's not a condition of it being there – the condition of it being there is that it will

"Of course using the ST – the most widely used micro in music – has influenced our work"

loosen the punters' purse strings and generate a cash flow for the record company.

"Time and time again people say to me: 'The stuff on Radio 1 is complete rubbish! I could do better than that – listen to this.' And certainly what they play is very good, but of course what is on Radio 1 is style and image. I would never ever get in the charts as an image. This is where I've come in through the back door by writing. Jazzie however fits both worlds – he's a writer and producer and of course he's a tremendously powerful image.

"I think the most healthy way is to see music for what it is. If it is a hobby, then that's great. If you have an ulterior motive behind it, then that's also great, but don't for heaven's sake get bitter and twisted if things don't work out in the end."

There's been a lot of talk about the morality of sampling – lifting portions of other people's music and using them on new records. How do you feel about this?

"I work together with a handful of colleagues in a very specialised area, the production of commercial pop music, and therefore what I have to say on this is probably very subjective. But if we are asked to produce a product, a song, for a certain market – say the chart market – and the feeling is that the way to achieve that and to be commercially successful is to use a product from some other source, then in a way 'all is fair in love and war.' You go with the flow. If at some other time it was felt that you've just got to have a banjo, then you bloody go out and get a banjo. To be commercially successful in house music, for instance, you've got to have a TR909 sound on there or a drum machine – an 808 and so on and so on. To be commercially successful in heavy metal you've got to have a screamingly high voice, very loud guitars, very loud drums and look a prat. So, in a way, sampling has to be viewed in that context. Sampling is seen as one of the keys to making sure you at least get a fair crack at the commercial stakes.

"The morals behind it is a different question. If you have sampled something which is the essence of a previous song – what actually made that song successful – and you work something

else around it, without gaining clearance from the originator or the producers of that original song, then you deserve to be sued. But of course what a lot of cunning labels do now is tell the various sources of the sample in advance, negotiate a very low publishing agreement percentage, and if the song turns out to be a success they've got it made.

"If, however, it's a sample of another song but not dramatically important, like a drum, then I think it's excusable because we're all 'brothers and sisters together' and there's a very fair chance we might be doing it to somebody else and they'll be doing it to us. If you like, sampling is a musical form of flattery.

"What we're doing at the moment is creating our own loops, getting musicians who are brought in specifically to provide a sound and they know they're doing that and they're quite happy to do that. So for instance we'll get a drummer and a bass player, they'll play what we ask them to play and we'll loop that, because it could be – although I'm not saying this is the situation – it could be that we don't want to have a completely 'steam-powered' bass and drums all the way through the track. We may want to have that slightly looped feel about it. But at least it's one of our own loops. No-one else can have it and it's playing precisely what it is we want them to play."

Some musicians complain that there's little musical skill involved in pro-

gramming. Do you think computers have de-humanised music?

"I have to answer in two ways. Speaking for the health of the musical nation, for the future and all that, I would prefer, if I was the Archbishop of Canterbury, to force people to play their own instruments, not these computers and all the rest of it. But I am but a simple priest, just a member of the musical community, and I have to say, whatever it takes to produce, to make money, I will do and I don't think it's possible to say if it's better or not.

"If you're working at home, and if it feels right for that song to use a good old rumble from the '60s and '70s behind your music and beef it up with other sounds, do it. If it feels better to use a simple keyboard snare from a drum machine, then do that – though I tend to find that having some sort of atmospheric rumble in my loop sample is a good way to create some sort of inspiration. You could always take it out at the end, but at least it's there to set you off." **stf**

■ Did you miss Neil Palmer's tips on writing your own chart hit in issues 21 and 22, or his exclusive new composition, yours on Cover Disk 22? You need the *FORMAT* back issue service! Turn to page 122 right now!

■ Universal Item Selector 3 is available for £3 from the ST Club ☎ 0602 410241. C-Lab's *Creator* (£310) and *Notator* (£515) are distributed by Sound Technology ☎ 0462 480000. *Polyframe* is due out by the time you read this, from Sound Technology, at £310 with each module an extra £30-£40

YES, BUT ARE ATARI SOULFUL ENOUGH?

What are your opinions on the state of Atari in the '90s?

"I'm in a bit of a tricky position. I am associated with the Atari software business side in that I am one of the advisors for C-Lab in Germany. I'm also involved on a consultancy basis with Sound Technology, who market C-Lab in the UK. Therefore, I have a deep understanding of the Atari market in this country and Europe and it has certainly been true to say that until recently the attitude of Atari – generally worldwide (maybe I can exclude Germany) – has been pretty damn bad, not to put too fine a point on it.

"They have been very, very fortunate. People like C-Lab have kept on driving the ST forward. Atari have a really bad attitude to customer relations and backup. It appears to be changing now, at least in this country, in that Atari have some new local people who seem to be interested in talking more, providing more information – but it's still aeons away from what Apple offer.

"You see, you could turn round and say to Atari: 'You could be twice as successful, had your reputation been up there.' As it is, the reputation of Atari is still in leisure activities

and has never really, truly shaken off that fact. Granted, in Germany and Switzerland and other European countries the ST is seen as a business tool, but I think you'll find it's not seen with the seriousness that a Mac would be. Of course, Atari are now trying in this country, with the Mega STE and the TT."

How do you think the new Atari machines, *STYLE* (the ST Pad) and the *Notebook*, will be received? Do you think the *Notebook* will be a good replacement for the STACY?

"Well, we've got two STACYs. I knew from inside sources that the STACY was in fact a pre-production prototype which never gained regulatory acceptance in the States, which is why it was never brought out there, with the exception of music shops, and this is why it has been left with a couple of software problems. Other people who bought the STACY are really not aware of the situation. I imagine that when they saw the announcement of the ST Book, they were rather shocked to learn that the STACY would be discontinued.

"Now, I think the STACY situation is typical of the old Atari way of thinking. I mean,

mine came without any instructions or software – I had to beg, steal or borrow from Silica. So for many months everyone went round thinking the STACY's hard drive had to be parked before being shut down, whereas it actually autoparks the heads when you switch off. This kind of muddle is so unprofessional.

"Now the Book looks, on paper, interesting. What shocks me (though I'm sure they'll rectify this) is that it looks like it won't come with any floppy disk medium – it has hard drive but not floppy disk – so how do you export? I would hope that they would put at least a high-tech floppy disk drive in there to cope with the situation.

"I would be using Portfolio now if it had ST compatibility. If I'm asked to use something like the Atari Portfolio (that's PC-compatible), I don't have time to mess about getting hold of cables and transferring data and all the rest of it, and learning protocols, new syntaxes to drive other computers and so on – I just don't have the time or the inclination, and so I avoid those computers. I would hope that the new Atari machines are natural successors, natural developments of the ST syntax. If they are, so much the better."

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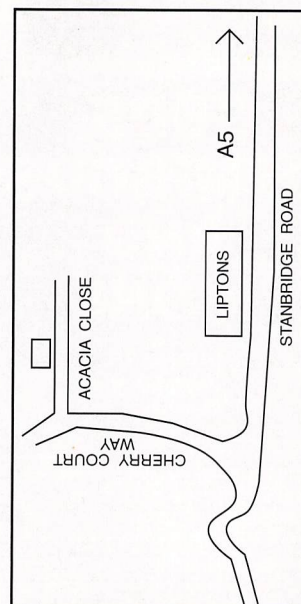
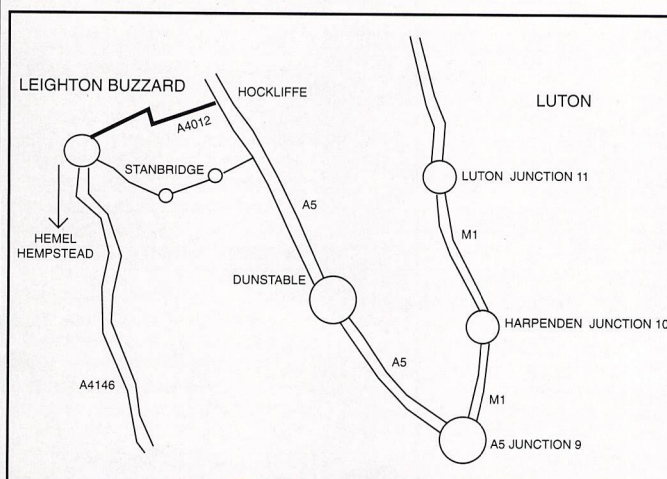
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Disk format by Rob Northern



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How do you spell "antidisestablishmentarianism?" This on-line dictionary tells you at a keystroke

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Cover Disk 25



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DIARY - Tomorrow is another day, but do you know what you're doing in it? Don't drain your brain, let *Diary* take the strain

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FOLDER: MEGALOMA.NIA

FILE: MEGALOMA.PRg

This special fully playable demo of *Mega Lo Mania* has been designed for ST FORMAT readers by Sensible Software and Imageworks to give you a taster of the full version, due for release this month. You choose to be one of four demigods, each seeking total supremacy over a planet. You control a race of people who slowly advance in weapon and defence technologies and fight each other for control of islands. To win all you need to do is own everything!

This demo features two islands from the game: Aloha (the first island) and Cilla (the third). You are the red player and your face is displayed when you win or lose an island. On Aloha you play against the yellow team and on Cilla you play against both yellow and blue.

ON THE FIRST DAY

To get things going, set your ST to low resolution and double-click on

the file MEGALOMA.PRg. After a few seconds the game loads and displays a few intro screens. You're then asked to place your first tower - a home-base for your team. Just point the mouse cursor at an empty square on the island at the top left of the screen. The game is now on!

The main screen changes to show a closeup view of your sector



■ Hands off, he's mine! This open cast hole is where you can obtain such valuable raw materials as Solarium, hence its name - the Well of Sols (groan)

and your first tower. It's a bit on the rustic side, because technically speaking you're still a caveman. On the left of the display, you see a whole bunch of icons - see the panel for details on their operation.

TOOLING UP

When you begin, you are very very weak - but then so's your enemy. Your first move should be to to re-

search as many inventions as you can. There are three main kinds of design: castle shields for repairing your tower, defensive weapons for protecting your team and attacking weapons for pillaging and usurping enemy towers. To start researching, click on the light-bulb icon and a list of three designs appears. Click on your chosen design and the panel changes to show the design, a man-figure (representing the number of people allocated to research) and a clock face representing how long you need to spend on research before you can start building your design. Click on the zero under the man-icon with the right button to create a larger team and the time required drops.

You start with 25 men and if you do nothing with them they gradually reproduce and swell the ranks. The more men you have idle in the castle, the faster they reproduce - and conversely, if you stick all the men into research to speed up development the reproduction rate slows down. Try sticking about 20 into research and leave the remaining five to boost the population.

After a while, a sampled voice tells you the design is ready. You can now research another project if you wish or start using the design

GODS, DEMIGODS AND ICONS



Blueprint

Only appears when a design is ready to build. Click on it to show the list of inventions you can currently make. Click on the inventions to find out what resources are needed to make them. Click on the **Garbage Can** icon with both mouse buttons to dump the current invention. The **Best Design** icon tells you that the invention currently selected is the most ergonomically suited to that sector (that is, you can make lots of 'em!).



Tower Shield

Click on this for your tower's current damage status. If you have designed and built shields, you can click on one and drag it over to the main display. Drop it on a tower to re-strengthen damaged buildings.



Defensive Weapons

Appears when a defensive weapon has been designed and built. Click on it to see what defensive weapons you have in stock. A yellow OK means you have enough materials to make more of this type of weapon. Click on an icon to select it, then drag it over to the tower. Drop it on a tower turret by clicking and you have a defensive capability.



Attacking Weapons

Always appears. Click on it to see what weapons are in

stock. A yellow OK means you can build loads of them. Click on the various icons to add men (armed and unarmed) to your campaign army. You can move your army around the island by clicking on the ground outside your tower or by clicking on the nearest adjacent sector on the sector map, but armies can only move one sector at a time in this demo. To move from sector to sector, use the right button to click on the tiny army "blob." The pointer turns into a sword and you can then click the left button on another nearby sector (or even back on your home-tower if you're close enough) to move the army there. If the sword icon is bloodstained, your army is in the midst of a battle and withdrawal will definitely cost lives! You may decide this is a bad move.



Invention Design

Only appears when designs are available to you. A number beneath the icon shows the number of men currently assigned to

research designs. Click on the icon to see what designs are available to research. Click on a design to begin researching, and allocate some men to the research team using the left and right buttons.



Tower Men

Always appears. This shows the number of men currently doing nothing (except breeding!) in the tower. The more men you leave here the faster they reproduce.



Elements

Elements are needed to build designs. When you develop an open cast or deep shaft mine you gain access to more and more elements. The number beneath certain elements refers to the number of men allocated to mine it. Click on an element to see the current stock level held. If there's a

just created. Check the blueprint icon to find out what designs are ready to build and what resources are needed to build them. They're automatically assembled, providing you have the resources available. For a safe start, invest some time in researching defensive weapons, then perhaps a shield. Finally, research as many attacking weapons as you can and try to keep the population level as high as possible.

ONWARDS INTO BATTLE

When you want to go conquering, click on the attacking weapon icon

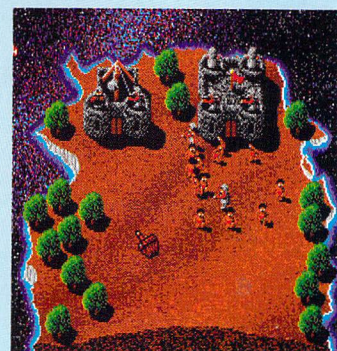
and choose as many armed men as possible. Then click on the main display, outside the castle. Your men appear, looking for a fight. Click the right button on the little dot that's appeared on the sector map and the pointer turns into a sword. Left-click this onto a neighbouring sector and your men appear there. The display changes to show your troops arriving at your enemy's home. A mighty scrap ensues, and with luck you win.

You then get the chance to go on to Cilla and do the same again. You may be asked if you want to ally with another team. It's up to you,

but remember allies always become enemies when all third parties are destroyed – so when the common enemy is dead watch your back!

THE BLATANT PLUG

This demo loops when finished, so you can play again and again. But this is a cut-down version of the game. Many samples are missing, and the techno-level is restricted to 900AD. The full game features techno-levels well into the future and such weapons as planes, nukes, anti-nuke nukes and flying saucers. Watch for the full *FORMAT* review!



■ A scene from the Norman era: "Mr Grimsdale! I can't defend the mine. I've got my jacket caught in my bow again!" ➤

ISLANDS IN THE SUN

If knowledge is power, no ambitious demigod should be without *Mega Lo Mania's* main screen

Island map

Only one team tower is allowed per sector, but there can be many different armies anywhere. Click on a sector to display it in the main window

Army (island map)

Game speed

Use the mouse buttons to select one of three game speed settings

Team shields

Show the teams vying for power on this island. Next to the shields is the number of troops each team has in the current sector. Click on the numbers for a breakdown of the current troop statistics in that sector

Team tower (island map)

Control menu

You only get to see this when you control the current sector. If you ain't got it, you gotta fight for it!

Current date

Shows the technology level of the current sector.

Caveman Old Testament Roman Norman

Man icon

Attack with

Defend with



Attacking troops

These can be yours or the enemy's. If the current sector is empty they try to build a new tower and claim it. If the sector's not empty, they attack any enemy tower. Unarmed troops can't damage a tower, but no-one remains unarmed for long!

hand icon by the element icon, it means the element is gathered automatically (it's scattered around on the floor). Once a mining seam expires the number of men allocated to mining drops to zero and disappears. You get the men back, but no-one can be sent to mine that element again.



Mining

Only appears when you've built an open-cast or deep-shaft mine. Does the same as any element icon



Building

Only appears when you can build a mine (or Factory or Lab in the full version). A number below indicates the number of builders allocated to its construction. Click on it to see the time left till completion and to change the number of builders

1

White numbers

These can be altered by pressing the left and right mouse buttons on top of them. Right button increases them, left decreases

2

Grey numbers

These number are unselectable and are for information only

3

Yellow numbers

These numbers or a yellow OK symbol show that you can select the icon above. Do so and the colour changes to red

4

Red numbers

These appear when a yellow number is selected. The cursor also changes to represent the icon selected. When deselected, the numbers return to yellow

5

Blue numbers

These numbers are unselectable and represent the amount of any given element (in tons)



Task time

The clock face shows how long a given task takes in game time. The blue segments indicate seconds and the number beneath the clock shows the minutes. The more men you add, the faster the job is done



Green arrows

These point from gatherable elements to the tower men to show that these elements are gathered automatically



Grey arrows

These show that any available tower men can be allocated to the task the arrow points to

LOOK AT THE SIZE OF IT!

Every month, *FORMAT's* world-famous Technical Ed sets to work on the even more world-famous Cover Disk. Requiring more coffee and fags than any other magazine's disk to put together, this is, as they say in technical circles, big. This month there are five folders packed with goodies for you.

OLD-FASHIONED SINGLES CLUB?

Things went a bit awry with the first STs Atari ever made. The drives they fitted could read only one side of a disk. Yes, it is a bit daft, but it gets worse. The old-fashioned "singles" couldn't even begin to read a double-sided disk. Not even the first few bytes. At least, not until *ST FORMAT* put its best brains on the problem...

ANYONE CAN USE IT

Rob Northen was an unknown genius living in Surrey, until he created the first *ST FORMAT* Cover Disk. Now he's a world-famous unknown genius living in Surrey, and his legacy is an amazing disk formatter that enables everyone to read at least the first side of the Cover Disk. No-one need be left out. We guarantee that this disk can be read by all STs, no matter how old or new.

DOUBLE THE FUN

If your ST is younger than three years old you should be able to read everything. To get access to the second side of the Cover Disk just double-click on the folder named *SIDE_2*, just as you would on any other folder. It should open up a normal window, listing all the files contained on Side 2.

IT WON'T OPEN?

If you have a single-sided drive and you try opening the *SIDE_2* folder, then you see an alert message. You're told that the data on the disk may be damaged, but this is just the ST's way of telling you it can't read Side 2. Don't fret, just click on CANCEL and you'll be okay.

TROUBLE-FREE DISK DRIVING

Whatever your ST setup, you can't afford to take risks. *FORMAT's* Cover Disk is guaranteed virus-free – our duplication master disks are tested personally by the Tech Ed himself. But this doesn't make it fireproof. If the write-protect tab on the disk is left enabled (closed), then viruses can gain access to the disk. Protect your Cover Disk as soon as you buy it, by opening the tab and backing it up. It's the only way to be absolutely sure you're safe!

HELP FILE ROUTES			
1. FROM	2. FROM	3. FROM	4. FROM
1. FROM 1	2. FROM 1	3. FROM 1	4. FROM 1
1. FROM 2	2. FROM 2	3. FROM 2	4. FROM 2
1. FROM 3	2. FROM 3	3. FROM 3	4. FROM 3
1. FROM 4	2. FROM 4	3. FROM 4	4. FROM 4
1. FROM 5	2. FROM 5	3. FROM 5	4. FROM 5
1. FROM 6	2. FROM 6	3. FROM 6	4. FROM 6
1. FROM 7	2. FROM 7	3. FROM 7	4. FROM 7
1. FROM 8	2. FROM 8	3. FROM 8	4. FROM 8
1. FROM 9	2. FROM 9	3. FROM 9	4. FROM 9
1. FROM 10	2. FROM 10	3. FROM 10	4. FROM 10
1. FROM 11	2. FROM 11	3. FROM 11	4. FROM 11
1. FROM 12	2. FROM 12	3. FROM 12	4. FROM 12
1. FROM 13	2. FROM 13	3. FROM 13	4. FROM 13
1. FROM 14	2. FROM 14	3. FROM 14	4. FROM 14
1. FROM 15	2. FROM 15	3. FROM 15	4. FROM 15
1. FROM 16	2. FROM 16	3. FROM 16	4. FROM 16
1. FROM 17	2. FROM 17	3. FROM 17	4. FROM 17
1. FROM 18	2. FROM 18	3. FROM 18	4. FROM 18
1. FROM 19	2. FROM 19	3. FROM 19	4. FROM 19
1. FROM 20	2. FROM 20	3. FROM 20	4. FROM 20

■ To get a printout of your artwork, what should you use? *FlexiDump Plus* is the closest thing you can get to perfection, and there's a neat demo of it right here

FLEXDEMO

BY: CARE ELECTRONICS

SIDE: 2

MACHINE: ALL STs

FOLDER: FLEXIDMP

FILES: DEMO.FLX, INF,

SCREENS.TNY, FLEXDEMO.PRQ,

FLEXDEMO.RSC, FLEXI.INF

Flexidump Plus is a fantastic printing program you can use in conjunction with virtually all types of printer. It enables you to print out screen dumps and pictures (rather than text), so you can get your artwork onto hard copy. This demo version has a few of the all-singing, all-dancing features disabled, but nevertheless it's still useable and gives a good idea of what the commercial version is capable of.

Using *Flexdemo* couldn't be simpler. First you need a printer, plugged into the appropriate port, and a few test pictures to begin with. Just double-click on FLEXDEMO.PRQ and the program loads. All the features in *Flexdemo* are accessed using either the main display or the menu bars across the top. For the first time, simply click on the bar marked HELP, just below the menu bar. This brings up a complete on-line Help mode which takes you through the setting-up and use of *Flexidump*. Read the information through at least once and use the Spacebar to access the various sub-screens. To print out the Help displays, simply attach a printer (if you're not sure which one, see page 98) and press F1 when they're on-screen.

FAULTY DISK?

In any disk duplication as fantastically, earth-shatteringly large as *ST FORMAT*'s, it's possible that a tiny proportion of disks might be faulty. If you're unlucky, sorry. You're guaranteed a replacement if you send your disk, with an SAE, to: *ST FORMAT* August disk returns, 29 Monmouth Street, Bath BA1 2AP

CYPHER

BY: PATRICK MALLOWS

SIDE: 2

MACHINE: ALL COLOUR STs

FOLDER: CYPHER

FILES: CYPHER2.PRQ, IMAGE.ENC, READTHIS.1ST

Keep your masterpieces hidden from view with this picture-crunching utility from reader **Patrick Malloys**.

Run it by double-clicking on CYPHER2.PRQ. To encode a picture

(so that it cannot be viewed with a normal art package) just enter a password in the password menu. Then use the load option to load up your *Degas* (PI1) or *Neochrome* (NEO) file. Make sure you have a backup of your picture before you start, because the program immediately begins compressing and encrypting the original picture before saving directly to disk. The encrypted file has its filename suffix changed to .ENC, but the original unencrypted picture is removed

from the disk. To decode a compressed picture, enter the correct password and use the "Load Encrypted" option. The process is reversed and the decoded file replaces the encoded one.

Included on the Cover Disk is a demonstration file (called IMAGE.ENC), encrypted with the password BEETLEJUICE. Also included is a README.1ST document file from the programmer, which you should read by double-clicking on its icon and selecting SHOW or PRINT.

Divine disk intervention? Inflexible info? Call the...

COVER DISK HOTLINE

0225 442244

WEDNESDAYS (2pm to 6pm)

If you're having trouble with your Cover Disk, you need someone to turn to. The Cover Disk Hotline provides you with a helpful link to the *ST FORMAT* offices, where you may find the answer to your problems.

Before you ring, please make sure you have thoroughly read *all* the relevant parts of these Cover Disk pages and all documentation files. If that doesn't solve your problem, try consulting your Atari ST Owner's Manual, which may help you find what you're doing wrong.

If all else fails, give us a buzz during the hours specified and we'll do our best to help. However, we don't write the Cover Disk programs ourselves, so we may not know *everything* the programmers do. Try to have the ST nearby (up and running), and let us know which model ST you have, plus the issue number of the Cover Disk that's giving you hassle. Do this before you call, and it might save you a large phone bill when we tell you to go back and find out! And please – Cover Disk problems *only*.

SPELL ONE

BY: AK Bishop

SIDE: 2

MACHINE: ALL STs

FOLDER: SPELLONE

FILES: SHORTDIC.DOC,

SPELL.DOC, SPELL.PTH,

SPELLONE.PRQ

Spell One is an excellent addition for your word processor created by *ST FORMAT* reader **AK Bishop**. It enables you to check files for spelling mistakes and can be made into a Desk Accessory by changing its file name from SPELLONE.PRQ to SPELLONE.ACC.

The program first looks for the file SPELL.PTH, containing the path and name of the dictionary you want to use. To change the pathname,

■ Tongue in a twist? *Spell One*, the on-line dictionary, can expand as you use it. OED, look out – the ST's after you!

use a word processor in ASCII mode (with no bold, italic or other style commands) to alter the pathname in SPELL.PTH. This can be any valid directory (even disk B) where you've saved SHORT.DIC (the dictionary file).

For further details, read the file SPELL.DOC which is a 1st Word file. You can load it into that WP or just double-click on it and select SHOW.

CHECKING OUT THAT SPELLING WITH SPELL ONE

When you select CHECK and load a file, the display alters while the file is scanned. If a word is found which isn't in the dictionary, the offending word is displayed. A suggestions box shows the five words nearest the offending word and the following options appear:

<Skip Word>

The word is left unchanged and is ignored if found again in this document.

<Correct>

The text shown in the middle of the text strings is inserted at the current position in the document. You can change this text by typing in the box before the save occurs.

<Add Dictionary>

Add the current unknown word to the dictionary and go on searching. In this way you can build up a vast dictionary. Type "antidisestablishmentarianism," add it and you'll never need to look it up again

<Correct & Add>

Both of the above options occur at once.

<Check New Spelling>

The text string below the suggestions box is checked for spelling. If it's not recognised, a new set of suggestions is shown. If it is recognised, the fifth suggestion reads "found"

SPELL ONE'S MAIN OPTIONS

<Quit>
Exit the program.

<Save>
To save a new path and name to SPELL.PTH. Use this to change the dictionary's location.

<Check>
Check the file shown in the box

above the dictionary name. Type the name into the box directly.

<Select>
Enables you to select a file using the standard GEM file selector.

<*.DOC> <*.TXT> and <*. * >
These change the extender the file selector searches for and displays.

DIARY

BY: RONALD A PITTS

SIDE: 1

MACHINE: ALL STs

FOLDER: DIARY

FILES: A.PIC, B.PIC, C.PIC,

CODE.VVV, DIARY2.PRg, FIRST.PIC,

KEY.BIT, README.DOC,

RUNME1ST.PRg, SECOND.PIC,

YELLOW.VVV

DIARY.PRg is a new way of keeping track of all your important engagements, as well as names and addresses, created by ST FORMAT reader Ronald Pitts.

To make it work properly (and remain secure) you must first run the program RUNME1ST.PRg. This creates a special version of the program with your own security password and secret sequence of key codes, so that no-one can read your diary without your permission. Once

you've modified the main program, find DIARY.PRg and double-click on it to load it. All the files listed above should be together in the same directory (that is, not in different folders) to avoid missing a file alert. After the files have loaded a screen appears with a big heading, "DIARY SECURITY." Enter your password and code and change the date and time if they are wrong. The panels on this page tell you everything else you need to know about using it.

SHOCK EXCLUSIVE! DIARY CONTENTS EXPOSED

1. ENTER ENTRY

This enables you to enter one day's entry. Press this and a screen appears with space for you to type your entry. Type STOP to end the entry when you've written your info. Alternatively, wait for the beep which tells you there are only two lines-worth of space left. Your entry is automatically saved and you're returned to the menu.

2. JUMP TO DATE

Use this to access a different day's entry. Just type the date into the field and away you go!

3. VIEW ALL PAGES

Shows your whole diary, day by day from beginning to end.

4. CHANGE SECURITY CODES

Use this to alter your security access. Follow the prompts and remember your codes when you've entered them! When completed, the new codes and passwords are saved to disk and you return to the menu.

5. YELLOW PAGES

Use this to access the address book part of *Diary*. You can search for a particular entry or

alter an existing one. To begin with, the only address in the book is Ronald's, but you can add up to 300 using the sub-options listed in the YELLOW PAGES panel on the right.

6. QUIT

Quit to the Desktop.

7. CHANGE PAGER

Use this to change the little scrolling message which runs across the corner of the display. The message is saved to disk and reappears when you next use *Diary*, so you can store reminders for next time.

YELLOW PAGES - ADDRESS BOOK OPTIONS

OPTION A

Use this to add an address. Prompts appear asking for the name, address and telephone number of the subject, as well as any special message you want to save with the details (like a company name, organisation, etc). When finished, the entry is saved to disk

OPTION D

Use this to delete an entry. The disk is updated and you are returned to the menu

OPTION S

This searches for an address or telephone number using the person's name as an index. Simply type the name into the text field which appears

OPTION F

Use this to move forward through the address book, entry by entry

OPTION B

Use this to move backwards through the address book

OPTION Q

Quits out of the address book back to the *Diary's* main menu

SOFTMACHINE

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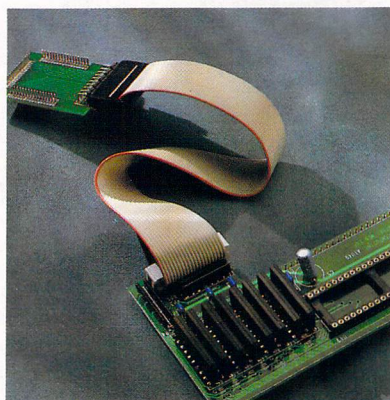


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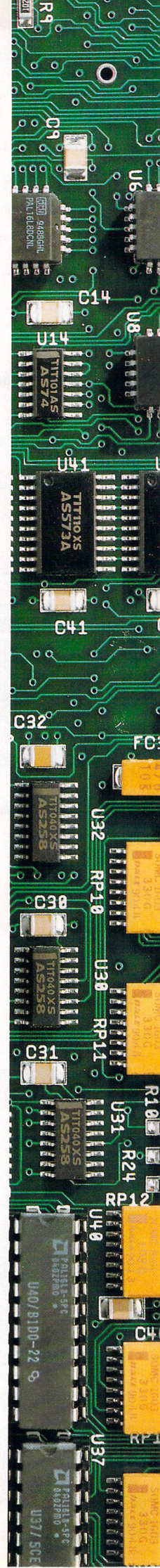
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2. Write-protect (notch open) the original Cover Disk and insert it into the drive (if you have two drives, you lucky devil, insert the Cover Disk into drive B). Double-click on the drive B icon to open a window showing the Cover Disk contents. If you haven't got a second drive, a message appears requesting you to put disk B in drive A. Simply click on OK.

3. Insert one of the blank formatted disks into drive A (removing the Cover Disk if you have only one drive). Double-click on the drive A icon and open up another

window. You may be asked to insert disk A in drive A – you just have, so just click on OK again.

4. Highlight each folder in the drive B Cover Disk window and drag them into the drive A window, one at a time.

5. If you have one drive, you're asked to insert disk A and disk B at regular intervals. Don't mix the two up! Disk B is the Cover Disk and disk A the freshly formatted disk.

6. When you get a "disk full" error message, recopy the incomplete folder and any subsequent folders onto the second freshly formatted disk, using steps 3 and 4 above.

7. Double-sided owners, when you've finished copying the folders from side 1 of the Cover Disk, double-click on SIDE_2. Copy the folders inside as you did in step 3. When finished, use only the back-up. Put the original away safely.

8. Don't forget, you must not try to use the standard Atari disc copy (dragging floppy A onto Floppy B) function – it won't work.

WHAT'S UP, DOC?

Included in some of the folders on the Cover Disk is a documentation file containing notes from the programmer, or an upgrade/contributions address, or operational hints and tips. These are always worth reading or printing out because *FORMAT's* Cover

Disk pages – jam-packed with goodies as they are – often have to skim on the highly-detailed aspects of a complex program, especially if there are DOC files present on the Disk.

Documentation files are usually named something like README.DOC or PROGNAME.TXT. To read them just double-click on the file icon and you see a dialogue window appear. This says something like

"You can only show or print this document." Click on SHOW and your ST displays the file on-screen. (This is usually more readable in medium or high resolution, even if the program runs in another resolution.)

Click on PRINT and your ST sends the file to a printer – if it's connected and set up correctly. Be careful that you don't click on this if you don't have a printer, or you may cause your ST to "hang up."

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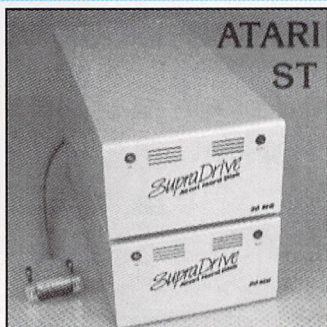
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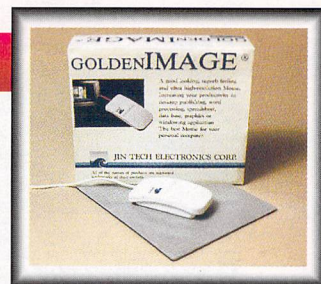
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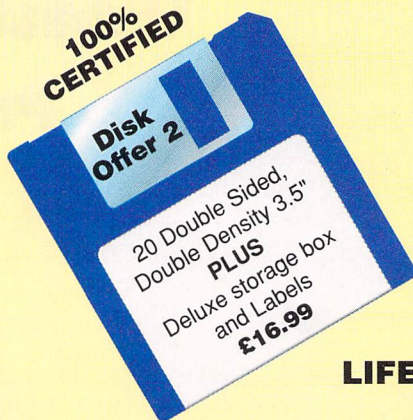
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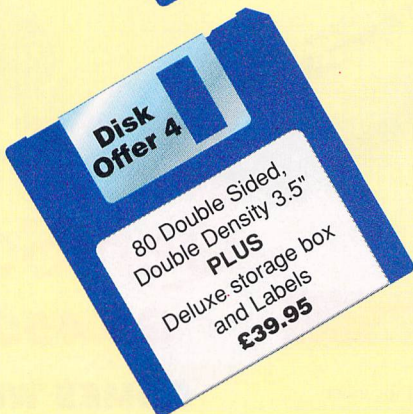
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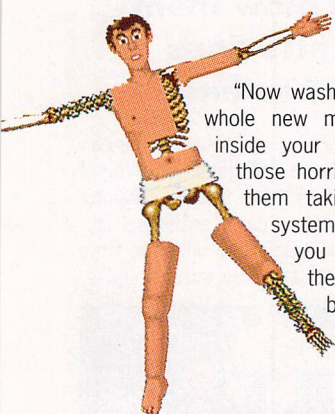


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Screenplay

How many vertically stacked game disks does it take to reach the top of Everest? 2,786,688 – that's how many. And that's roughly how many games the **FORMAT** Screenplay team have played in their rich (and packed) lifetimes, so they know their onions

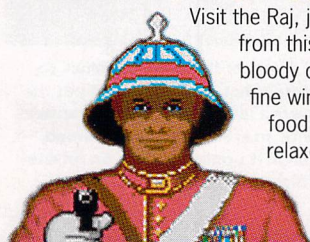


GERM CRAZY

"Now wash your hands" gets a whole new meaning here. Climb inside your brother's body, zap those horrible germs and stop them taking over his whole system. It's enough to make you sick – so remember the tablets. If you're into blood and gruesome ailments then turn quickly to...

page 48

CHAMPION OF THE RAJ



Visit the Raj, just five minutes from this page. It offers bloody conflict, slavery, fine wine and delicious food – all in a warm, relaxed atmosphere. Step this way...

page 62

THE STF RATINGS SYSTEM

- It is **ST FORMAT** policy to review only finished games – that is, the games you could actually buy in the shops – never incomplete or demo versions
- We review all games released, but only when they're finished. We will not be rushed into reviewing unfinished games to beat our "competitors"

GRAPHICS: A score out of ten for the quality of visuals and animation, including how big and colourful the sprites are, how smooth the scrolling is, and so on.

SOUNDTRACK: (out of ten) Sampled sounds are realistic and rate highly but ST sound chip noises tend to send your eardrums convulsing

INTELLIGENCE: (out of ten) How clever do you need to be to tackle the game? Puzzle and strategy games should be tough; few shoot-'em-ups are mentally taxing

INSTANT APPEAL: (out of ten) You take the game out of the box and drop it in the drive. How well does it draw you in? How easy is it to get into?

LONG TERM INTEREST: (out of ten) You've had the game for a couple of weeks. Is it covered in dust, in the bin or still in your drive?

OVERALL: (a percentage) Terrific graphics and wonderful sound make a game look hot, but they don't make it great. The overall score comes after joint discussion between the **FORMAT** reviewers and depends on the quality of the gameplay and its long-term appeal

MERCS

Balaclavas ahoy! Whip out your Very Big Automatic Machine Gun With An Impressive Name and get after the hapless ex-President who's managed to go and get himself kidnapped. (Personally I can't see what's impressive about a gun called "oozy." Why not "slimy?")



page 55

NAVY SEALS

Not, as you might think, a tale that involves some highly-trained mammals of the Otariidae family in covert fishing raids off Margate (unfortunately). But there is plenty of face-black – and woolly sweaters too

page 52



LOGICAL

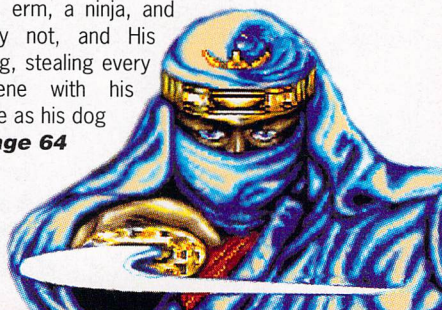
"What seems to be the problem?" "Well, I have this urge to push small, coloured balls into wheels and then blow them up." "Yes, but what seems to be the problem?" Round things that cannot be named in Rainbow Arts' puzzler

page 58

SHADOW DANCER

Which brings us to *Dances with Shadows*, the Academy Award winning ST game, with A Ninja as, erm, a ninja, and why not, and His Dog, stealing every scene with his role as his dog

page 64



■ The **FORMAT** crew: Ed Ricketts (above), who plays to the death; Chris Lloyd (top right), who slays all the deaf, and Andy Hutchinson (right), who lays to the left



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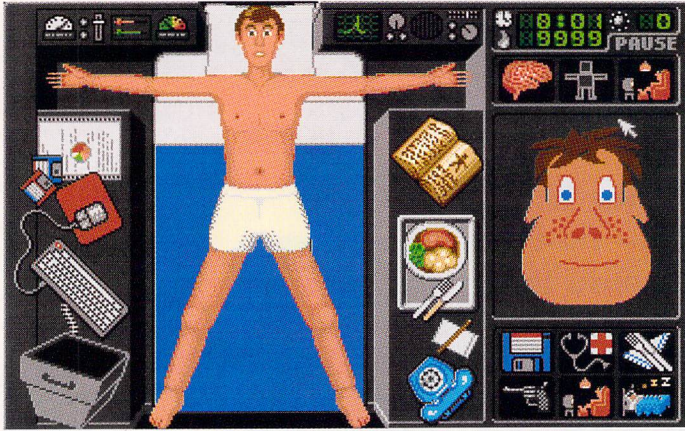
OUR OWN TOP 20

The bunch of lunatics who put **ST FORMAT** together reveal everything about their personalities by telling you their Top 20 games of all time. It makes you go all trembly just thinking about it, doesn't it?

page 82



Over 60 games smashed on page 73 – ● Complete guide to clearing the air in *The Killing Cloud*
● Final part of our solution to *Chip's Challenge* ● Save your lemms with our codes for *Lemmings*



■ *Germ Crazy* is your chance to play a medical marvel inside a human body – just like in those old *Incredible Voyage* films. The virus is ready and waiting to take over the entire system – it's your job to stop it using any means at your disposal

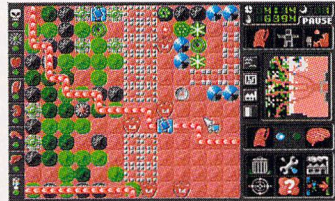
The interior of the human body seems to be a very popular place for film makers – maybe it's because it has such a huge and varied structure. Unfortunately, ST gamers have been poorly served by decent games of this ilk – until now that is. In *Germ Crazy* you have the task of entering your brother's body and ridding it of a particularly nasty and mutated strain of the common cold.

You can play the game on many difficulty levels: tackling the cold in one section of the body – in a limb, for instance – or over the whole system. There are also six different stages of virus viciousness to take into account. Dealing with the whole body is a task not to be taken lightly, so it's best to start with just a small area.

Decisions you make during play can affect the whole body or just parts of it – even down to the individual cells. Here you can create

one of 28 different agents. These fight the virus on a one-to-one basis and have individual strengths, weaknesses and abilities.

Mobiles float around and home in on the enemy, for example, while



■ This is the view at the cellular level. All the action takes place here: cells are invaded, mobile agents swarm around, generators generate and battles abound. This is the fight at its most basic level – cell against cell

Statics stay put and provide firepower or defences. You can control their movement, their targets, their numbers, and see exactly what they're doing at any time. These defences don't come free, though –

ELECTRONIC ZOO £25.99

Germ

Germs, eh? Don't they make you sick? Er, yes, actually, they do. Forget the medicines, get in there with some heavy duty firepower and blow them out of existence. Ed Ricketts goes *Germ Crazy* in the name of science

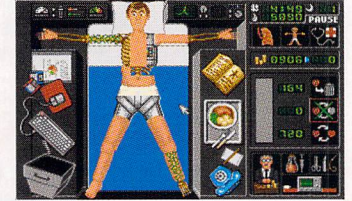
energy is constantly being drawn from your reserves. Draw too much and the body starts breaking down its own cells to stay alive.

You don't just have to destroy the virus either. You also have to raise the body's immunity level to prevent further infection, as well as keep it nourished and rested. Otherwise it simply conks out.

If things get really desperate you could visit the NHS or a private doctor for pills, an injection, major surgery or a life support machine. Beware, though: you start off with a set amount of money. Once you've used it all – buying pills and so on – that's it. Taking chances on the black market is a bit dodgy – no-one knows exactly what the medicines do. Neither is it too far-fetched to say that the transplant organs might have had something to do with a horse at some point.

There is a wealth of information displays available to show you how

far the virus is progressing. You can replace dead cells (apart from dead nerve cells) by using repairing agents. Nerve cells, as in real life, can't be replaced, so once the virus has worked its way through these,



■ If a part of the body becomes so infected that there's nothing but the skeleton left, you can always replace it with an artificial part. Be warned, though: it's only available on private medicine and costs you the earth

you're a gonner. You must look after them if you want to survive.

EFFECTS

The graphics aren't quite up to the standard of, say, *Gods*, but they are recognisable. Icons in particular are clear and detailed, more so than the views of the body which are a little out of proportion. The various agents at the cell level are animated in their own individual way – some being more distinctive than others.

Sometimes it's not easy to distinguish one of your own forces

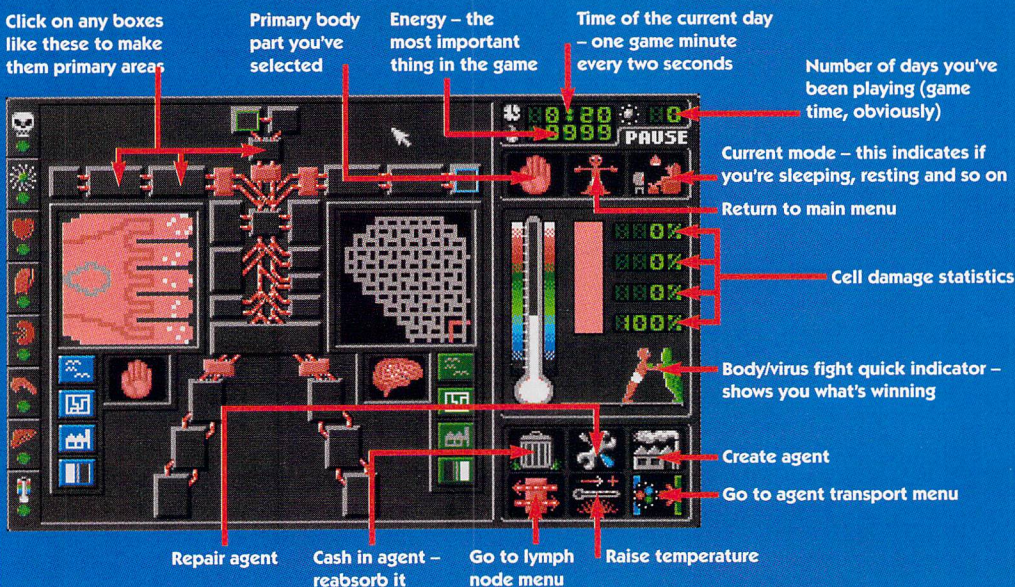
"Transplant organs might have had something to do with a horse at some point"

from the general confusion of sprites floating around, but this does add to the feeling that you're fighting a major war. Indeed, you might mistake the game for a standard shoot-'em-up at this level.

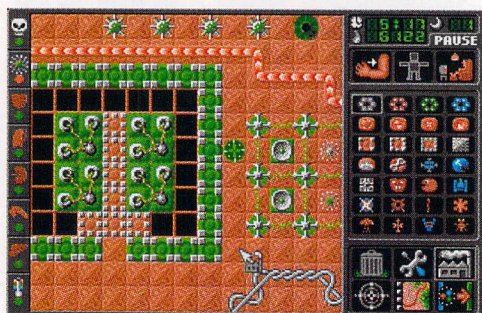
Audio effects are somewhat beefier than normal. A few samples are used here and there – a manical cackling when you're losing (just to make you feel worse) for example. A thudding heartbeat serves to remind

DYING STATUS SYMBOLS

This is the screen you see most often during play. From here you can access all the important body areas, zoom into the cell level, change modes and do all sorts of wonderful things. Just make sure you don't get lost in it all...



crazy



■ These are the agents you can use against the virus at the cell level. First row, basic antibodies; second row, antibody generators; third row, guardians (these block areas off); fourth and fifth rows, various Static agents and sixth and seventh rows, various Mobile agents

you of the urgency of your task as well. Other than that, there are just assorted spot effects.

VERDICT

Germ Crazy is not an easy game to get to grips with. Even at the simplest cell level there are many different icons and graphs to sort out. The manual is a definite must, but unfortunately it has some fairly glaring grammatical errors. Some of the game's features are also very sketchily described, so it takes at least four games to make sense of what's going on.

Once you get into the swing of things you can really begin to enjoy the game though. Just as the game is complex at first – because there are so many options and difficulty levels – so it has real staying power when you're familiar with it. It's not

easy to categorise though because the arcade, strategy and business sim elements are all combined together.

However there still seems to be something missing from the game and this stops it from gaining a *FORMAT* Gold award. The graphics just don't have that polished edge and the manual is less than perfect.

Sure, it's fun – but it isn't going to drive you to the point of obsession.

Criticism aside, *Germ Crazy* is one of the most originally executed games released this year. It could so easily have been just a simple shoot-'em-up – you against the antibodies. Instead it's a complex and absorbing game with plenty to keep you occupied for a long while – if you can just make it past those first few frustrating games. (Antiseptic wipes not included.)

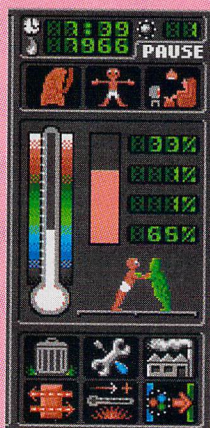
ED RICKETTS

GRAPHICS	8
SOUNDTRACK	7
INTELLIGENCE	9
INSTANT APPEAL	6
LONG TERM INTEREST	9
OVERALL	88%



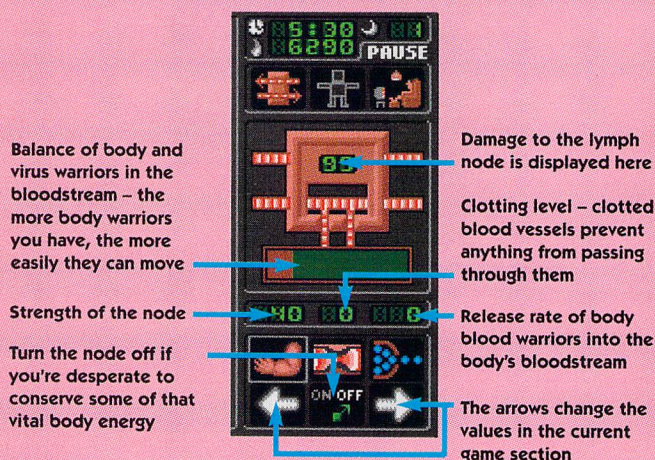
■ In the NHS menu you can find this indicator showing you how high your immunity level is. The pointer travels anticlockwise around the circle and when it reaches twelve o'clock indicates the maximum level. This is very important for winning the full game. The longer the blue part of the pain bar becomes, the more pain the patient experiences. This is bad because he can't then sleep without the help of some drugs

■ The virus does not function efficiently at high temperatures, so an increase always does you good. Push it up too high, however, and your body begins to suffer. What's more, raising the temperature uses up a lot of your highly valuable energy

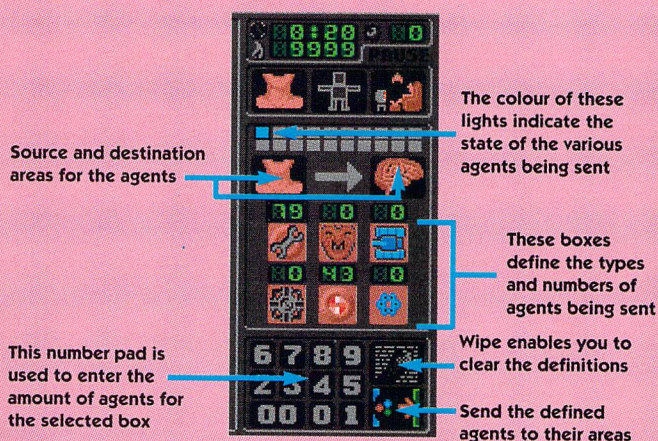


MEET THE PANEL

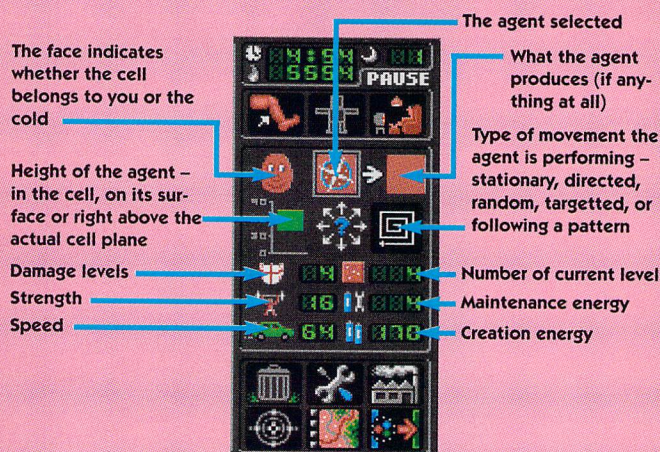
Although there are only a few main game screens in *Germ Crazy*, the panels on the right side of the screen change constantly according to which option you select. At first the wealth of information is confusing and you'll be clicking wildly with no idea of what you're doing. Once you're familiar with all the panels though, it becomes much easier.



■ Lymph nodes guard the major areas of the body and are situated in the armpits, groin and neck. Everything that travels between these areas, friendly or otherwise, must pass through these nodes. As a result, they're très importante. If you let your nodes down then you run the risk of further infection



■ If you have an excess of some agents in an area, you can transport them to other areas where they're needed more urgently. The success of the move depends on the state of the agents – damaged ones probably won't be moved. This very useful facility enables you to transfer your defensive forces to where they're needed most without having to go specifically to that area



■ If you need to know anything about a particular cell or agent, just click on it and all the information is displayed here. This is very useful when there are literally hundreds of the little blighters swanning about in the bloodstream

SCREENPLAY

Heaven knows what Mr Carl Sagan would make of it all. One moment you're racing to the rescue of your betrothed and in the next, some second rate Paul Daniels lookalike turns you into an ape with the kind of bad breath that would make even the great Jabba the Hut reach for his Clorets.

In order to regain your manly stature and lose that all-over body hair, you must knuckle drag your way through all six levels of wilderness – à la Milton Keynes – and finally rescue Miho, your righteous babe.

Toki is a platform shoot-'em-up in which you control Toki, the ape. There are 30 different kinds of deviant inhabitants to kill – and

don't forget the singularly cheesy terminator that kindly guards the end of each level.

Our hero spits out laser orbs, which do varying degrees of damage and along the way you can collect power-ups and add-ons. These range from flame throwers, which toast the fiends good and proper, to helmets, which provide limited invulnerability and look really fashionable – even on an ugly ape. Hold down the Fire button and you can spray the bullets in one particular direction while not actually moving. This is handy when there are multiple targets.

If life gets particularly hard, you can collect coins to help you out. These appear after you shoot the squadrons of flying jelly fish which swoop around at certain points on each level. Collect 30 of these and you get an extra life. Alternatively pick up the baby Tokis when he



■ The American secret service unveil their latest spy development: the orbiting jelly fish stealth bomber – complete with leather seats and a detachable "Alton Towers" sticker

OCEAN £24.99
(Only runs on a double-sided drive)



Toki



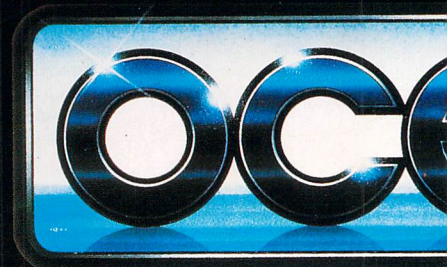
■ Platform game rule Number One: never trust two monkeys with evil glints in their eyes who pilot a flying platform while under the influence of Refreshers

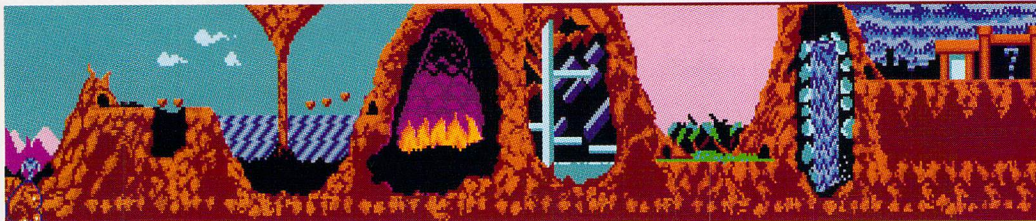
appears and you can obtain an extra life that way instead.

Apart from all the violent ogres and other monsters just waiting to

do you in, there are also some thoroughly unnatural features: rickety cliffs can give way and send you into spike-filled traps for instance, or

TERMINATOR JUDGMENT





■ You guessed it. Six levels of ogre-infested hazardous worlds to conquer. Just as well your gorilla comes equipped with a laser rifle attachment, genuine synthetic fur, flaring nostrils, a penchant for bananas, Cloret-like breath and a death wish

cone-shaped trees can explode and hurl globules of explosive at you.

EFFECTS

Although Toki uses a small playing screen area, the whole look of the game is impressive – the back-grounds are neat, colourful and very effective. The various nasties also contribute to the unique flavour of each level.

The horizontal scrolling is smooth and effective. The sprites, although small, are detailed too and it's good to see that they don't slow down when there's a lot happening on-screen. Toki himself

moves well and all the other sprites are cheerful and humorous.

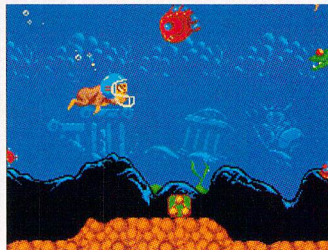
Sound is pretty standard, although there's a nice intro tune which is made (surprisingly) with the internal chip. Otherwise expect the usual blips and squelches.

VERDICT

Once you get used to the idea that you're controlling a laser-spitting gorilla, Toki is a lot of fun. For once, the control method is well thought out – you can't blame your totally miserable aim on your ST. The idea of having a controllable blast when you hold down the Fire button works par-

ticularly well. It enables you to lay waste to entire attack waves.

The major problem with the game lies in the small screen area. At the rate game design is going, you're soon going to need an elec-



■ I would like to be, under the sea, in an octopus' garden. All right then, in redfish's large (and hard) radioactive garden under Wapping Sodbury on the last Thursday in the month (weather permitting)

tron scanning microscope to see all the tiny images. This game particularly could have benefitted from a larger screen layout.

Toki's nothing new. All right, so you control a gorilla, but this doesn't make it anything more than a gun-toting platform game. Even so, it's very playable and generates that "one more go" feeling – surely this is the most important criterion? Toki is enjoyable hokum, certainly, and more fun than locking your key inside the car at Toddington service station. Even so, it's less fun than nude hang-gliding over Windsor Castle.

ANDY HUTCHINSON

GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	5
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	78%

ATOR 2

ENT DAY



OCEAN £25.53

Navy SEALs



Prepare to dress up in funny clothes, smear shoe polish on your face and undertake any suicidal mission. You are a member of the US Navy's SEALs (Sea, Air and Land commandos) – an elite, deadly, all-American hero. As luck would have it, your skills are needed to rescue a downed helicopter crew and destroy the terrorists' stockpile of stinger missiles.

Navy SEALs is a platform game, set across eight scrolling levels. Each one is played against the clock, so you have to move quickly. Level one is a harbour, and you have all of four minutes to put detonators on nine crates of stinger missiles. Simply charging around shooting gung-ho style, however, soon kills off your team of five crack commandos. You need to sneak up on the guards to have any chance. They fire back only when they've seen you, so swift and sneaky is the order of the day.

Your commando is joystick-controlled, with a wide range of moves, including grabbing the platform above him and swinging up – very



■ Navy SEALs gives you the chance to act the big hero over eight levels of tricky and terrorist-filled platforms

useful for surprising a guard above you. Falling too far or engaging in hand-to-hand combat injures your chap, and being shot is instant death. Extra weapons can be collected by shooting at the crates helpfully marked "weapon." The best is a deadly rocket-launcher.

Your progress through the levels depends on memorising the positions of the guards and stingers, and practising the available moves. Level one is easy, but the game soon hots up. Some platforms look impossible to reach and require some thought as well as dextrous wrist action. Once you've found all the stingers, you



■ Swing up onto the top platform to surprise the terrorist and you can then get the flame-thrower in the crate

advance to the next level. You get two chances at the new level before having to start at the beginning again. This can be very frustrating, as you battle through the early levels time and time again. A simple password system would have been much better.

EFFECTS

The graphics are detailed and the sprites are well-animated overall, particularly the guards. Your all-American hero looks good, especially when swinging up or down from a platform. He does tend to levitate on platform edges though, and can lie down and die in mid-air. Nearly all the terrorists look the same – a greater variety would have added a lot. The sampled sound effects match the game well – thumps, cries and shooting noises. Thankfully there is no chip music.

VERDICT

The scenario certainly wins no prizes for promoting world peace, and all the terrorists are shown as



■ At the end of level one you're up against these blokes at the base of a tower. A stinger missile is at the top...

racial stereotypes – but that apart, Navy SEALs is just a straightforward platform game like any other. Although well-produced and packaged, it offers nothing new in terms of graphics or gameplay to lift it from the crowd. The absence of a password system to access later levels seriously limits the game's long term appeal, and only really hardened arcade

players are likely to reach Beirut, where the final mission takes place. If you enjoy leaping from platforms and shooting things, you'll certainly enjoy this game, but it lacks that special ingredient to make it an outstanding game rather than just a reasonably good one.

CHRIS LLOYD

GRAPHICS	8
SOUNDTRACK	6
INTELLIGENCE	4
INSTANT APPEAL	8
LONG TERM INTEREST	5
OVERALL	72%

HE GETS MY SEAL OF APPROVAL

The display at the bottom of the screen tells you all the info you need to kill those baddies.

Shoot this for extra firepower

Our hero – just one of five in your team

Damage indicator. Falling and hand-to-hand combat reduce your life level, and being shot is always fatal. Luckily bullets are rather slow, so if you're quick you can dodge the blighters before they can get at you



Crates of stinger missiles left to find

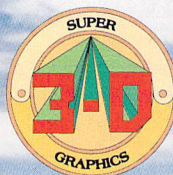
Time left for this level – you'll need all of it!

Ammunition currently left

Current weapon: from a humble pistol to a vicious rocket-launcher

Turn a
Bogey at two o'clock into an Eagle shot...

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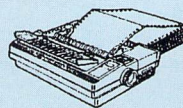
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■ An innocent looking hut bars the way of the tough commando, so you'll have to blast the stuffing out of it

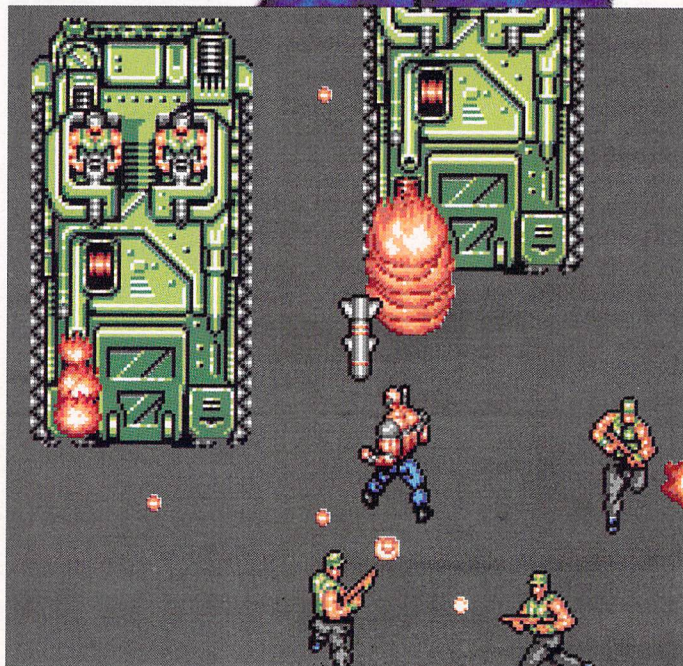
friend of your choice you can be as hard as you like – playing weather-beaten, gun-toting, enemy-blasting soldiers in US Gold's conversion of the hit coin-op, *Mercs*.

Joe Gibson and Howard Powell are two highly trained tactical soldiers who have moved on from normal military service to provide a crack trouble-shooting force for the

US GOLD £19.99

Mercs

Arcades are full of “murder-mayhem-and-death” games these days and none more so than Capcom’s latest military blast. Now that US Gold have converted the coin-op hit to the ST, should you join in? Maff Evans mans his guns and finds out...

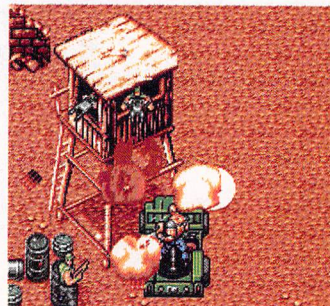


■ Woah! Wait a minute! This is hardly fair, is it? Two porky tanks and a legion of foot soldiers against a lone attacker! Life certainly isn't fair in the vertically-scrolling shoot-'em-up, *Mercs*. Oh well, just pump them full of lead anyway...

Africa is far too sensitive. Some kind of small commando infiltration unit must be sent in to neutralize the rebels and rescue the President. Step in the Mercs.

You and a friend take on the roles of Joe and Howard as they attempt to break through the rebel ranks and smash their defences. The battle starts off at the Zutulan beach head, where you must overcome dug-in emplacements and

their camp. After storming the camp and smashing the enemy tank line, you must breach the naval



■ Armed with a cannon and a jeep, it's time to let loose a stream of explosive abuse at an enemy gun emplacement base and neutralize “Scorpion,” the rebels' crack attack unit.

Next is a swamp – infested with creeping ground troops and boat forces. Once you have penetrated the mountain pass, you must smash the enemy headquarters and cut off

ENEMIES AT THEIR MERCY

As rebel soldiers become more heavily armed and political situations become more delicate, normal military intervention is not a diplomatically viable option. A new attack force must be assembled – enter the Mercs!



■ Joseph Gibson, fighting as a Green Beret in the seventh Airborne Division, is a well decorated soldier. After years of experience, Gibson developed an aptitude for coping with all manner of weaponry. Powell signed Gibson up for duty with the Mercs and completed his munitions training for him. This makes him a formidable opponent and useful ally

■ Howard Powell was the man responsible for setting up the Mercs. After winning respect in his role as leader of an anti-terrorist force, he was approached by the US Government in 1985 with the offer of running his own Commando Unit. After hand-picking his team, Powell returned to the Government with his proposed Mercs team

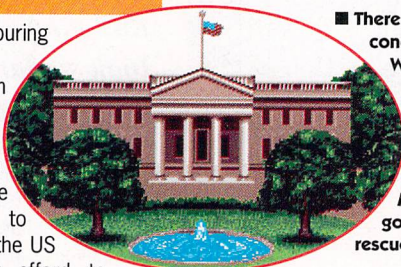


US Government. Their job is to infiltrate enemy holdings and defeat them without standard army intervention. One such job has now come their way.

The former President of the United States has, since leaving office, dedicated himself to

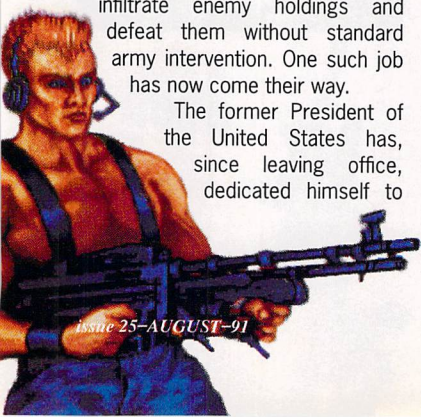
dent while he is touring in central Africa.

Naturally, such a crusader for world peace cannot be left as a hostage for the Zutulan rebels to exploit. However, the US Government can't afford to send in a full army attack force because the political climate in



■ There is plenty of concern at the White House. The former President has been kidnapped! Luckily, the Mercs are going to the rescue! Hurrah!

other ground forces before taking on an attack jet at the entrance to

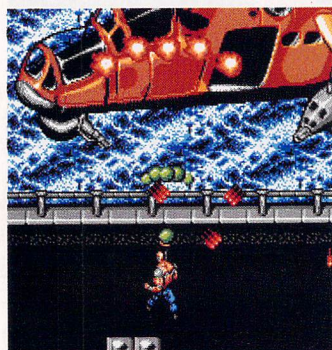




■ Wading in a swamp isn't a pleasant experience at the best of times, but it's worse when your life is at stake

their train supply line. Finally you must battle through the airbase and rescue the President before the plane holding him takes off.

As well as storming through enemy terrain on foot, you can also use abandoned vehicles which you find scattered throughout the game. Just jump into one of the jeeps, boats or tanks and you can blast your way up the screen without receiving any damage from enemy gunfire. These vehicles only last until the fuel in the vehicle runs out though, at which point they explode.



■ A single soldier against a heavily-armed Hind Gunship is quite a battle. Who do you think is going to win?



■ They don't teach you this in basic training! How can one commando armed with a machine gun win a fight with a Harrier jump-jet? Answers on a postcard...

You then have to continue the rest of your mission on foot.

EFFECTS

The graphics in *Mercs* are certainly colourful enough and some of the enemy vehicle sprites are of an impressive size, but that's about where it ends. The scrolling is incredibly jerky and the slow screen update makes the animation look far from fluid. The general layout of the levels is there, but that essential spark that made the coin-op look so good has been lost. On the audio



■ Special attack unit "Scorpion" pose a problem on level two – well, at least until you take out those gun turrets

side things aren't really any better. The tunes are far from aggressive and conjure up little of the war-mongering atmosphere that you need in this kind of game.

VERDICT

This style of game isn't really anything new. Years ago, games like *Commando* and *Ikari Warriors* covered the same territory, so these days a game has to have some extra gimmicks to make it attractive. The coin-op version of *Mercs* has its fair share – the ability to take

over gun emplacements, for example, and the fact that three people can play at once. Sadly, these functions are lacking in this version. This makes it pretty much a run-of-the-mill shoot-'em-up.

There are also a few annoying quirks which make the game frustrating: disk access is too frequent and slow, and the game has a rather frustrating knack of launching grenades without being asked! This means that you don't

"The essential spark that made the coin-op look so darn good has been totally lost"

have enough of them to tackle the end-of-level guardians – and this is where they're needed most. However the action isn't really too demanding. If you have any experience with shoot-'em-ups you'll be able to polish off the mission in about two days flat. We're hardly

PICK A POCKET FULL OF AMMO

At the start of your crack mission, you are armed with three grenades and a single-shot machine gun. Along the way you can pick up various other items to improve your weaponry and help you in your mission.



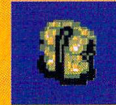
ROCKET LAUNCHER – This fires heavy-duty shells wherever you aim the muzzle



EXTRA GRENADE – This boosts your grenade stock by one unit at a time



MACHINE GUN – This is the standard weapon, but you can power it up and make a wide blast instead



FLAK-JACKET – This reduces the amount of damage received when you are hit by the enemy



SPREAD CANNON – Shoots a spread of shots. You can widen the spread of fire and increase its size



FIRST AID KIT – This life-saving pickup enables you to boost your flagging energy



FLAME THROWER – Fires a long stream of flame that you can then swirl around to take out all targets



REFRESH – A good one this. It puts your energy right back to its maximum level



POWER-UP – This enables you to boost the destructive capacity of all of your weaponry



EXTRA LIFE – Well, it's an extra life, innit? Useful when things are getting tough in the jungle



FOOD – Chicken, burgers and shakes are ways of boosting your energy (yum)

over gun emplacements, for example, and the fact that three people can play at once. Sadly, these functions are lacking in this version. This makes it pretty much a run-of-the-mill shoot-'em-up.



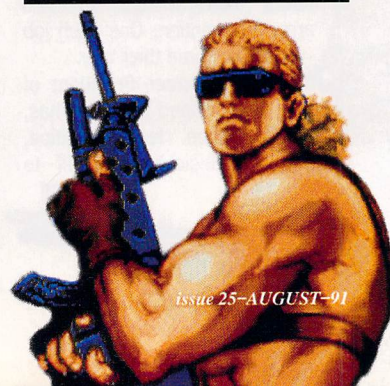
■ A flame thrower! Run away from the searing heat or you'll soon end up as black as a particularly scorched thing

talking long term gaming here.

On the whole, *Mercs* should be the kind of game that converts well to the ST, but the hassles that you must put up with and the lack of long lasting interest make it look sadly as though the game is just half-baked.

MAFF EVANS

GRAPHICS	6
SOUNDTRACK	3
INTELLIGENCE	1
INSTANT APPEAL	6
LONG TERM INTEREST	3
OVERALL	61%



issue 25-AUGUST-91

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Logical

Germans are very keen on computer puzzle games. Actually, they're fanatical about them which is why we're continually subjected to a stream of such games from the Fatherland. Not all are good, naturally, but a fair few provide an excellent mental massage. *Logical* is a Teutonic tantaliser which, like all good puzzle games, is an absolute pain to describe, easy to grasp but almost impossible to master.

Every level consists of a number of wheels, each with four holes. These wheels are connected to each other by alleyways, intersections and other parts. Along the top of the screen is a tunnel. Balls are sent out from the right side of the screen and roll along this tunnel, before dropping into one of the top wheels. You must "blow up" the wheels by filling them each up with four balls of the same colour.

You rotate the wheels by clicking on them with the right mouse button, and eject the ball using the left button. In this way you can move the balls around the screen until every wheel has been blown up at least once. Then the level is completed and you're given a password to continue onto the next.

There are restrictions: colour changers, traffic lights and so on (see the boxout), an overall time limit for the level and a limit on the amount of time a ball can bounce about in the top tunnel before you lose the level. This is indicated by a bar graph in the tunnel. There is also a limit on the number of balls you can have in

transit at any one time – it's usually four.

EFFECTS

Effects are functional to say the least. Everything is clearly defined and well drawn, with

is also some sampled music over the intro screen.

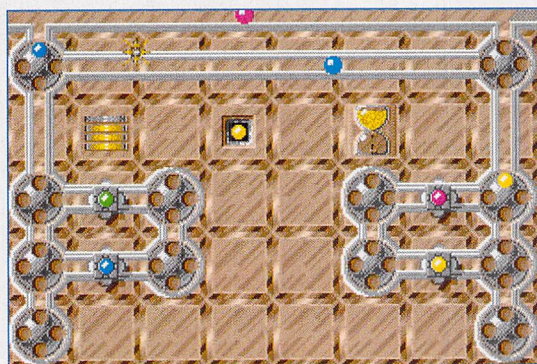
VERDICT

Logical doesn't pretend to be anything other than a puzzle game – there's no ridiculous plot or stupid name for instance. The game is simply there for you to play. Taken like this, it's excellent at what it does – providing a real test of your forward planning and common sense. The password system is a boon too and effectively prolongs the game life.

If you're of a methodical and meticulous nature (and completely impervious to mental torture) you may just finish all the levels, but be warned: it's a task for diehard puzzlers only. Highly recommended for total Tetris freaks (and German puzzle fans).

ED RICKETTS

GRAPHICS	6
SOUNDTRACK	6
INTELLIGENCE	9
INSTANT APPEAL	7
LONG TERM INTEREST	7
OVERALL	76%



Logical is one of those infuriatingly simple puzzle games involving balls. It either grabs you by the throat and doesn't let go until you're a gibbering maniac or completely passes you by – either way you're going to have a hard time solving this one

some impressive graphics – the shine on the balls and the way you can change the background texture for instance. As always, though, you don't need detailed graphics with a game of this nature. However during play it is sometimes a bit difficult to see if a wheel has been blown up or not.

Sound is much the same: a choice between a pleasant little tune (for the first few games at least) or simple spot effects. There

CLOSE TO THE EDIT

Because most puzzle games have simple concepts and graphics, it's easy to incorporate an editor – *Logical's* editor enables you to design your own levels.



■ When – no sorry, it's definitely if – you manage to complete every single one of the 99 levels, you're given a password to get to the editor. This enables you to tinker away with the layout as much as you like. So what's the password?



■ The main editor screen presents you with all the bits you need to make up those impossibly complex screens that even you can't complete. All it takes is a few clicks and a ridiculously low time limit. Abrakadabra! A complete mess

STUCK AT THE LIGHTS AND THE BALL IS ROLLING...

Shifting the balls in *Logical* is bad enough but there are loads of other obstacles to hinder you as well. Obviously these are quite sparse on the

early levels but when you get more proficient (or luckier) you must tackle far more devious obstacle combinations. Take a look at these blighters...



■ Common annoyances are colour changers and colour stoppers – they look very similar. The changer alters the colour of any ball that passes through it to its own colour, while the colour stoppers only enable similar-coloured balls to pass through them



■ Direction changers (the outward-pointing arrows) can be a blessing or a right pain. They "teleport" the balls straight from one area of the screen to another. This is useful for reaching isolated wheels but damn annoying if you teleport one through by accident



■ One-way arrows can be fatal. If, for example, you send a ball to one from the wrong way, it can then become trapped between two full wheels. If you also have the maximum number of balls on the go at the same time you have to quit 'cos you're stuck!



■ Traffic lights (the three vertical balls) are just as frustrating as the real thing. Only balls of the topmost colour can explode when collected, so you have to store others until you clear that colour. Then the next one comes into effect. Mucho anger

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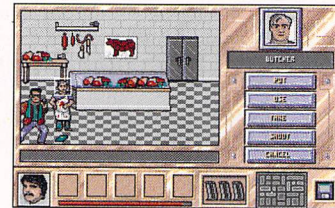
■ *Crime Does Not Pay* is "endorsed by the Mafia," so you could say it's a game for the whole Family. Take the baddies' side for once as you attempt to become head honcho in a tough town

The Mafia have a bad time of it, don't they? Always being criticised, and just because they blackmail, cheat, torture, extort and murder innocent people. Still, Titus seem to think they're fun souls at heart, so they've written a game in which you get the chance to blackmail, cheat, torture, extort and murder people too.

with its aid, you wander around the city, trying doors. Usually these are unlocked so you can have a snoop round inside. You may find something very useful, like the Mayor's wife's confessions of her affairs, something not quite as useful like a video of "Gone with the Wind," or nothing at all. It's up to you to use the objects you do find for the right

nately controlling this weapon in a situation where you need to shoot quickly isn't easy, and you often end up being shot yourself as a result.

In addition to the uniformed police who wander the streets there are seven characters you might encounter, some friendly, others decidedly not – the Mayor, his wife, the Chief of Police, the Judge, the Butcher(?), the Barman and the Doctor, all of whom you need to utilise in various ways to get anywhere.



EFFECTS

The graphics certainly can't be described as fantastic, but they're passable. The character sprites move fairly naturally,

■ If you meet one of the game's other characters in one of the buildings, such as this butcher, you have several options. You could shoot him (not strictly legal), chat to him nicely in the hope of gaining information, or blackmail him, though you must have an appropriate bit of kit for that to work

with the only letdown being that everything slows down when the screen starts scrolling. The interiors of the buildings are less pleasing, with books and suchlike represented as simple shapes on the floor. To give the streets something of a perspective effect the angle of the streetlights changes as you walk by – but unfortunately this gives the impression that they're turning their "heads" to follow you, because there are no other visual cues. Sound is adequate – a "Godfather"-style tune wafting from the

speaker over the intro screens and simple gun effects in the game.

VERDICT

Crime Does Not Pay is a bit of a surprise. From the box you'd think it's one of those awful street shoot-'em-ups, but it turns out to be quite an absorbing game with reasonable effects. It shouldn't tax anyone too

much, though – once you've had a good look round and sussed out all the objects you know just what to do and where.

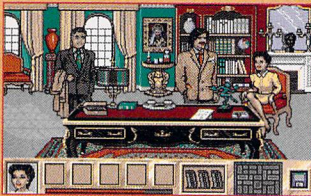
Morally it's a bit dodgy, glamorising killing and the Mafia like this. It's not the same as a shoot-'em-up set on the planet Zit which is complete fantasy. If

you can close your eyes to that, you can probably enjoy the game – but if you have strong feelings on this sort of violence, you'd best avoid it.

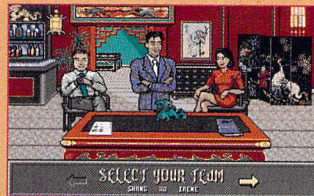
ED RICKETTS

HAPPY FAMILIES

At the start of the game you choose which Family to control. Both consist of a Godfather, a Hitman and a Pretty (But Dangerous) Girl. Although the characters are supposed to have differing characteristics, this is certainly not obvious, the only major difference being that the Godfather doesn't have a map to begin with – and isn't quite as pretty as the Hitman...



■ The Italian clan – that's Giuseppe, Georgio and Sophia – is the more traditional choice. At any time in the game you can return to headquarters and change to another character (that's if one is available, obviously)



■ If you manage to finish a game with the Italian clan, the Chinese family – consisting of Shang, Xu and, um, Irene – is supposed to give you a more difficult game, though again any difference isn't very obvious

The city is ripe for takeover by whoever has the determination to work his way up to be Mayor. You're not given specific instructions on how to do this, just a lot of hints, but it boils down to blackmailing the right people, gaining enough money and being in the right place at the right time. The street map can help:

jobs. If you want to rob a bank, for instance, you need plenty of ammo, dynamite and a detonator. You can only carry five items at a time, so it's worthwhile noting the locations of any important objects.

You do, of course, have a gun to use on the hoods and gangsters out to beat you to the top. Unfortu-

GORBLIMEY, GUV! CRIPES, ETC. – IT'S THE FUZZ!

About the only officials in the game that aren't corrupt are the uniformed police who wander round the streets just looking for trouble. You can't kill

them (as if the thought would even cross your mind!) because they wear bullet-proof vests, so the best idea is just to avoid them wherever possible



■ Most of the time the rozzers take no notice, walking straight by you even if you're breaking into a house, but there are certain situations when they start to take a distinct interest in your activities...



I mean, they could hardly miss it when you shoot somebody in front of them, for example, or take a pot shot at them. Then they start to move in, firing tranquiliser bullets at you to slow you down



■ Sooner or later they're bound to get you. When you're trapped there's no escape, and you have no choice but to go quietly. You've lost that character permanently – two more down and the game's over

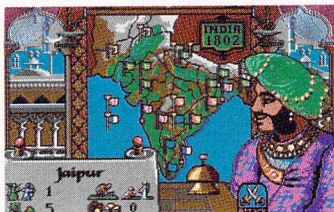
GRAPHICS	7
SOUNDTRACK	5
INTELLIGENCE	7
INSTANT APPEAL	8
LONG TERM INTEREST	7
OVERALL	77%

PSS/MIRRORSOFT £25.99

Champion of the Raj

The sun is rising, the exotic foliage waves slightly in the breeze and you can just hear the faint screaming of a servant being whipped because breakfast is late again. *Champion of the Raj* conjures up that colonial Victorian atmosphere and gives you the chance to become an oppressive dictator for a couple of hours.

You aim to become the ultimate ruler of India by taking over all of its various states. Up to six players may take part and the character you choose determines how difficult the game is going to be – the Viceroy of the British East India

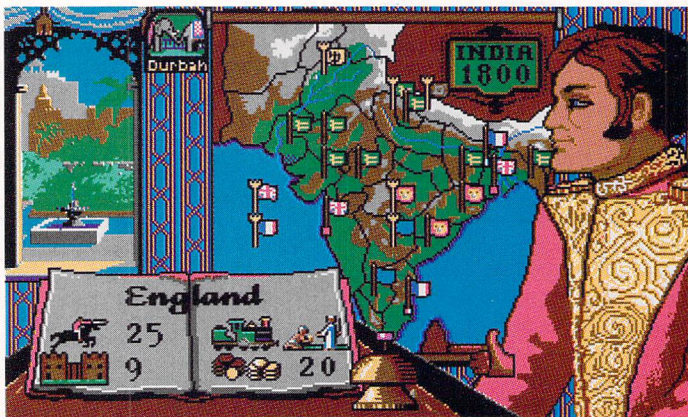


■ This is the screen you get to see most of the time – it's where you make your decisions. Just click on a state and its flag flutters. The book changes to show the state's details (weaponry, and so on) and icons appear on the wall showing you what you can do

Company is the easiest character to start with for example.

The main map shows you the areas you must cover – how you conquer them is up to you. You could try the diplomatic approach for example – simply talk to the leader and hope he invites you to a sporting event in which you can show how wonderful you are. But for this to succeed you must have a high enough status. If it's running very low you can try and hold a Durbah, or parade, to impress the other leaders. This can boost your status no end.

If diplomacy doesn't appeal, try brute force. Your troops should outnumber the enemy by at least two to one, but if you haven't got enough manpower then hire some more. They're very expensive, but it's worth it in the long run. And remember, you must have



■ "Sir, the natives are getting restless again!" "I'm not surprised, Gerald – they're starved, beaten, overworked, underpaid and thoroughly exploited." Still, never mind, at least you're not getting along too badly in *Champion of the Raj* – the strategy game where you and up to five other players can take over India

enough gold at the end of the turn to pay your army. Otherwise you could have a rebellion.

Most of the game is icon-controlled but occasionally you're plunged into an arcade subgame, so you also need arcade skills to win.

EFFECTS

The graphics in *Raj* are colourful and reflect the "exotic" image of India. Most of them are well drawn and detailed but some of the sprites in the arcade sections are a bit unrealistic. The little animation there tends to be on the slow side – in fact the whole game is marred by this sluggish feel. The cursor isn't very fast either.



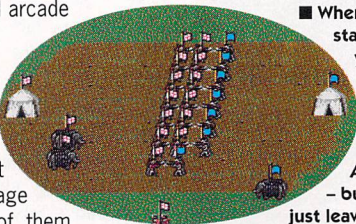
■ If you attack a state which is also a capital, you need to storm the castle after the normal battle. This involves finding your way to the Palace gates inside the city and killing the guards that fire at you. If you manage to find the gates without getting killed, you can take over that leader's empire

machine for a faster game, but this doesn't seem to make any difference. Sound consists of a warbling (allegedly) Indian tune and some sparse spot effects – nothing to really gasp over.

VERDICT

Although, at first, *Champion of the Raj* seems complicated to play, you soon come to

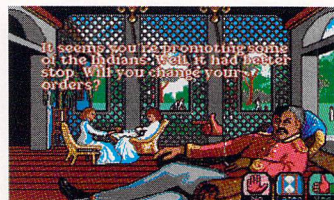
realise it's a doddle to get to grips with – even to the point of being too simple. In the end it comes down to attacking a state, visiting a sporting event to bump up your status and building up your dosh. On the easi-



■ When you attack another state you can either let your ST control the battle or do it by yourself. The battle commands are very straightforward – Advance, for example – but it's easier if you just leave them to your ST

est level it's possible to win the game by just using your forces.

For all its simplicity, though, it's a very enjoyable game to play. The arcade elements aren't incongruous and provide a welcome break – they aren't too taxing either. The downside is the disk accessing time. Fine if you have a hard drive, but from floppy it's a nightmare. As a result long term interest is in doubt,



■ Now and again you're summoned to the Club and your superior asks you in no uncertain terms to change your ways. It may be that you're promoting the natives too much (you naughty thing!) or not making enough profit for the Company. Refuse at your peril!



■ An attempt on your life can come at any time and when it does, you have to battle with the Thug to save yourself. Using the grid shown at the top left, you can select your next blow. If that sounds too hard, you can always sit back and let your ST take over

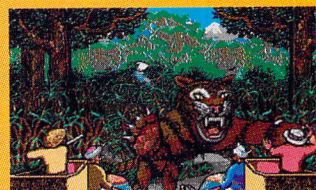
unless you are willing to play the same game through all the difficulty levels available. Overall then, *Raj* is good fun while it lasts – assuming you're not worried about shooting tigers, whipping servants and killing even more Nepalese...

ED RICKETTS

GRAPHICS	8
SOUNDTRACK	5
INTELLIGENCE	7
INSTANT APPEAL	7
LONG TERM INTEREST	8
OVERALL	78%

JACKET AND TIE COMPULSORY

Sometimes when you talk to another leader you're invited to take part in one of two sporting events. This is the Indian colonists' equivalent of Ascot. Succeed and you'll climb several rungs on the social ladder, fail and you won't get asked round for tea again for a long while.



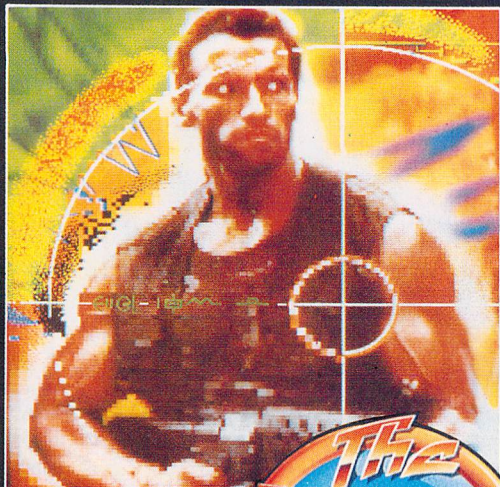
■ Tiger hunting is a good and manly sport. You sit on an elephant several hundred yards away from your target while beaters flush out loads of man-eating tigers from the bush. You can then shoot the tigers in the head with your shotgun. Brave or what?



■ Elephant racing is the other event. Sat on your pachyderm, you lumber down the track, using your whip not only on the elephant (as if it could feel it) but on the other racers too. A quick lash to the head can do wonders for your chances of winning

TAKE ON THE SQUAD

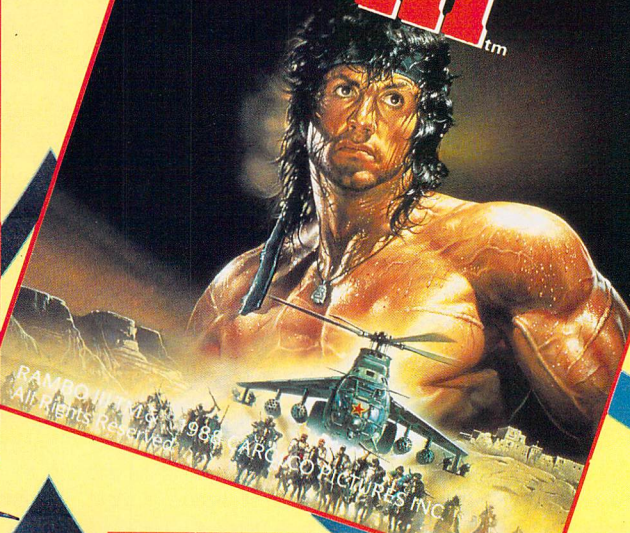
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Shadow dancer

US GOLD £25.99

He's a dancer in the realm of the shadow, oh yeah, and he's a rock hard Ninja too. Well, that's not strictly true because this Ninja feels the need to take a canine companion along with him on his forays into the unknown. *Shadow Dancer* is the name and slicing up bad guys is the game.

If you haven't guessed by now, *Shadow Dancer* is a classic slice-'em-up with a sprinkling of the Orient – it's a sort of Cook-in-the-Sauce stir-fry really. Through a course of 15 levels, you control your Ninja hard man Joe Masushi and his ever-faithful mutt in a daring mission to defeat an evil gang.

You control him using the joystick: push the stick to the left and Joe shuffles stealthily to the left, push the stick to the right and he shuffles stealthily to the right. Push

up on the joystick and he jumps stealthily into the air as if someone has just pinched his bum.

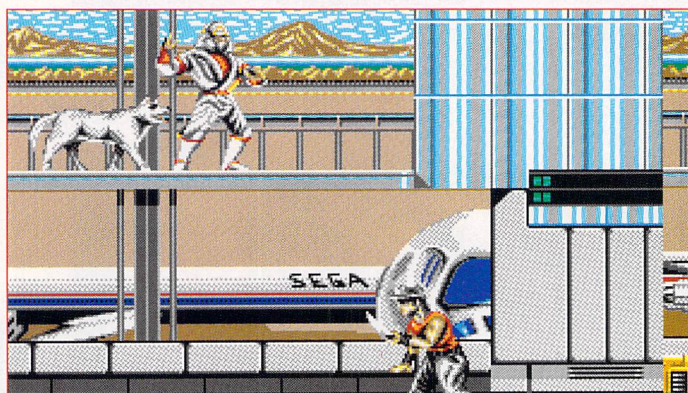
In keeping with the World Ninja Armoury Control Regulations, your chap has standard shurikens and a plain vanilla sword at his disposal. There are also the obligatory power-ups along the way which turn the



■ Well, gentle reader, you won't be surprised to discover that at the end of each main level there's a large bad guy to do over. This unhappy chap was rejected from the cast of *The Help Squad* because his fiery ball singed Michael Parkinson's quiff in rehearsals

shurikens into eyebrow frazzling balls of flame. Your best weapon however is your faithful hound.

If a particular bad guy is more than your Ninja skills can handle then press the Fire button and pull down on the joystick for a couple of seconds. When you let go of the Fire button, pooch leaps across the screen and gives the nearest baddie a right royal chomp in the rear. This gives you the opportunity to leisurely stroll up and shoot the otherwise occupied chap. You have to be pretty



■ You and your dog prepare to fight in *Shadow Dancer* – another slice-'em-up to swell the ranks. This Hun-type chap doesn't realise you can jump through floors...

quick though – leave him too long and your doggy is soon his normal self again. guys is your cup of instant tea, then give it a whirl. At least US Gold are



■ Ninja lesson number three: Eat loads of curry and prawn cocktail crisps the night before your big fight. Then if the going gets too tough, just unleash one of your highgrade, class 12 stinkbombs

trying – they've added samples and enlarged the sprites, so you can see what you're doing. It's hackneyed, clichéd, gaudy, predictable, banal and stereotyped, but if you like the platform hack-'n'-slash genre then

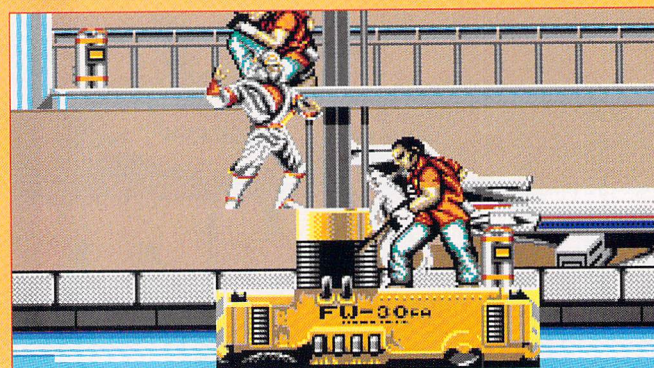
Shadow Dancer is undoubtedly the best of a mediocre crop.

ANDY HUTCHINSON

WE'RE WALKING IN THE AIR...



■ To prove once and for all that dogs really are gifted animals, your faithful pooch performs an amazing triple-scoring hind leg floater trick, using the suction from that vast jet engine to balance him seemingly in mid air! Gosh!



■ But don't just expect the dog to steal all the glory. You can make Ninja Joe Masushi do his own party tricks too. While pooch wrestles with another vicious baddie, Joe practises his skills on a handy toe balancing platform

EFFECTS

As crooner Val Doonican might not say: nice sprites, shame about the detection routines. The main Ninja character is a very big, well-defined sprite who has a large repertoire of moves. Even so, this man and his dog do the most amazing balancing feats on the edge of platforms. What's more, the baddies react in predictable ways – they sometimes turn into human beach balls and bounce you off the screen for instance.

The graphics of the shock-ridden city are well designed and true to the arcade game. One particularly good section is the Statue of Liberty scene. Sound isn't bad either. Samples are used when your dog barks and when one of Joe's deadly shurikens hits its target. They make a nice change from warbly chip music.

VERDICT

With *Shadow Dancer* you've seen it all before. If you're tired of your other platform beat-'em-ups and if wandering around old ruined cities, bumping off menacing bad

GRAPHICS	7
SOUNDTRACK	7
INTELLIGENCE	5
INSTANT APPEAL	8
LONG TERM INTEREST	6
OVERALL	67%





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"... the best American Football sim I have ever seen." **CU Amiga**

C+VG HIT!
93%

The One
"The One" 92%

ZZAP!
90%

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"Quite simply WATERLOO is brilliant." **ST Future Gold**

91%

"This is the most complete and realistic wargame I have played." **Amiga Computing**

89%

"WATERLOO - a revolutionary strategy simulation." **Popular Computing Weekly**

90%

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"Digital of Crossover's program, The Three Stooges offers some of the best graphics and sound." **Crossover International**

"What wonderful fun!" **Crossover International**

"Out of all the games I have played on the Amiga so far, I have enjoyed The Three Stooges the best!" **Amiga Action**

MIRROR IMAGE

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"3-D Pool is impressive, unusual, and very, very playable!" **C+VG**

"There's no doubt that this is one of the best pool/snooker simulations I've seen!" **Amiga User**

"You start playing and you just can't stop!" **Amiga Action**

A.A. RAVE

MIRROR IMAGE

"The exhilarating visuals and speed in this game are simply unbeatable in the world of flight!" **Amiga**

"Amazingly realistic in flight!" **Amiga**

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"Superb scenery, superb in fact, superb action, superb sound, superb in fact!" **Amiga**

MIRROR IMAGE

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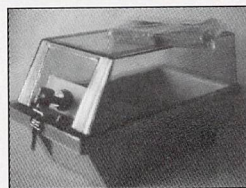
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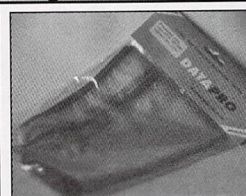


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Screenplay *extra*

"Goodness me, what a lot of games you have there," exclaimed Mary to her granny, "are they all for you?" "Yes, they are, you repulsive girl, so go away and stop bugging me. I've got Screenplay extra to write"

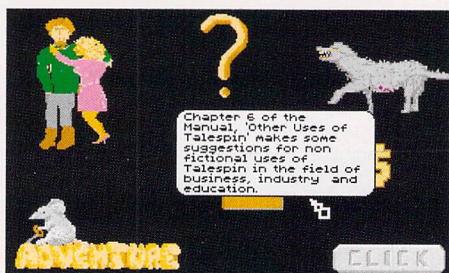
TALESPIN

Deltronics – £9.99

Talespin, the graphic adventure creation program, was released a few years ago and met with a lukewarm reception. At the time it was too expensive and only suitable for simple adventures.

This is a menu-driven program – the only time you need to type something in is when you want to enter text or a variable's name. Every "location" is actually a screen upon which appear the characters and objects of your adventure. Just click on a character to interact with the game. A speech bubble then appears, perhaps with some options. Click on an option to continue. You are limited in what you can do, but it saves you from having to find the right words.

Games are produced by fitting together character graphics, backgrounds and objects on the screen. You may assign text, variables and condi-



■ With *Talespin*, you too can produce terrible pics like these. I mean, look at that crazy mouse! He doesn't look anywhere near old enough to drive...

tions to any of these. You can also resize images and use them on more than one screen – they don't take up huge amounts of memory either. A full graphics creation section is included. The program has no sound facilities however. Even so, you can still produce and distribute any stand-alone games you create using the program.

You'll never produce a rival to *The Secret of Monkey Island* with *Talespin*, but for the price it's good value. If you just want to create a trivial adventure for your friends you can do it quite easily because the package is so straightforward to use. Therefore it's ideal for educational titles. *Talespin* is available direct from Deltronics, PO Box 175, Carshalton, Surrey. SM5 2WA

STF Rating – 82%

IMPOSSIBLE MISSION 2

Kixx – £7.99

Elvin Atombender, the evil genius who was up to no good in *Impossible Mission*, is back in this re-released sequel. As the inevitable macho superagent you've got to stop him at his headquarters.

The rooms are connected by corridors and lifts and each room is a maze of platforms, robots and furniture. You must search the furni-

ture for pieces of a musical code while avoiding the robots. You can't destroy them without finding a time bomb or a mine. Once you find some pieces of the code you can use your pocket computer to help arrange them in the right sequence. You can then access the other towers in Atombender's stronghold and eventually disarm the missiles that he's launching against the entire world.

Impossible Mission 2 requires you to have arcade and puzzle-solving skills – and the two areas fit together nicely. Dodging the robots isn't simple – especially when you're trying to search a bookcase at the same time. And the puzzles are no walkover either. The graphics look as though they've been ported straight from an 8-bit, unfortunately, and some of the samples are a little fuzzy, but there's still a lot to keep you interested and it's well worth the money.

STF Rating – 80%

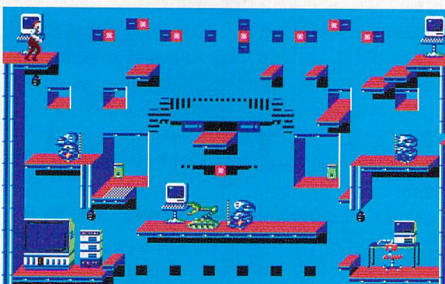
SWITCH BLADE

Kixx – £7.99

Sooner or later you'll find an old popular game re-released at a budget price. *Switch Blade* is one of those games that wasn't very good to begin with and isn't any better on budget. The flimsy plot about entering an underground city, collecting the parts of the Fireblade and killing a nasty called Havok is simply an excuse for a scrolling platform game. Sections of the maze are revealed as you visit them but unvisited areas remain invisible. Levels are connected to each other via ladders.

Monsters are in abundance and you can dispatch them with a quick kick or punch. Weapons are available too. They vary in power and effectiveness from the eponymous switchblade to the Fireblade itself – the ultimate weapon and the only thing that can defeat Havok.

Unfortunately the game isn't engaging enough to hold you to the end. The graphics are small and not very well animated, and while the backgrounds are functional, they're not spectacular. Control is awkward – the power of your attack is controlled by the length of time you hold down the Fire button. This isn't very useful – especially when a mon-



■ Hang on a minute. *Impossible Mission 2*? If the first Mission was Impossible how come Mr Agent is attempting the second one? He's not going to get very far, is he? I suspect he's not too bright, myself



■ The brave, fearless hero of *Switch Blade* performs his cunning trick of hiding until the monsters go away. So much for the fearless one... And no, he's not crying – he's just got something in his eye

ster's nearby. There are no surprises either – just tedious plodding through familiar territory. In two words, extremely average. It'll sell like mad.

STF Rating – 58%

GARY LINEKER'S HOT SHOT

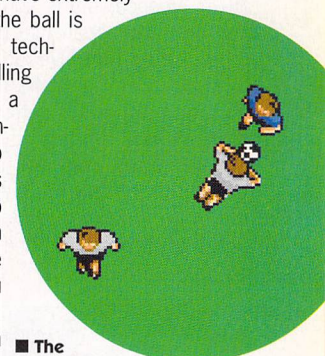
Kixx – £7.99

This game claims it's "the most realistic football game ever produced for the home computer." This begs two questions: 1) Which home computer? and 2) How do they get away with it?

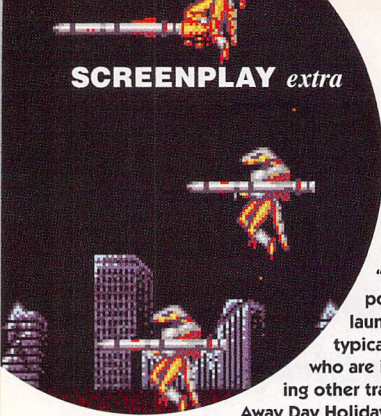
Before the game starts you can name the teams, alter their strip colours or change the time of the match and the division you play in. The match proper is viewed from above as in *Kick Off 2*. The usual moves are available but there are no real surprises. The players move fairly realistically but they unfortunately have extremely sticky feet whenever the ball is concerned. While this technique makes controlling the ball easy, scoring a goal isn't quite so simple. The ball isn't so well animated. It jerks about and seems to waver up and down while flying through the air. A neat trick if you could control it!

It doesn't touch *Kick Off 2*, which is still the best footy sim for the ST, but if you haven't seen the former this might be a good proposition. It's not as bad as certain other sims and offers a fair game for the casual player who's not too interested in the subtler points of control. It's the sort of game that does work well as a budget title.

■ The very famous Gary Lineker, takes his shot in *Gary Lineker's Hot Shot*, notices how ill the ball looks and tries a little artificial resuscitation



STF Rating – 69%



■ A normal scene from *Forgotten Worlds*: British Rail test their new "from the hip" portable rocket launchers on some typical rowdy youths who are intent on ruining other travellers' Get Away Day Holiday Saver Returns

FORGOTTEN WORLDS

Kixx - £7.99

This game – a fast action shoot-'em-up with excellent graphics – caused quite a stir when it was originally released. Since then though, we've seen some pretty darn good games in that genre, so can this compete with the best today?

Two-players can take part, each taking the role of a macho dude with big guns and an even bigger ego. The plot is pointless – there are hundreds of enemies poised to turn you into dog meat and you've got to kill them. There are four horizontally-scrolling levels, each based on a different theme, and there is the obligatory massive end-of-level monster. Halfway through each level you can visit the shop to buy extra weaponry using the coins you've picked up from the vapourised baddies.

Graphics are excellent. The sprites are fairly large and well animated and some of the backgrounds are superb. However the control method lets the game down. To change your direction of fire, you must hold down the Fire button and move the joystick. This means you can't move left while firing right because you just spin round and face the other way – it's extremely confusing.

So an otherwise excellent game is ruined by that one fault – unless you have enough patience to practise. With that proviso *Forgotten Worlds* isn't half bad, particularly for the asking price.

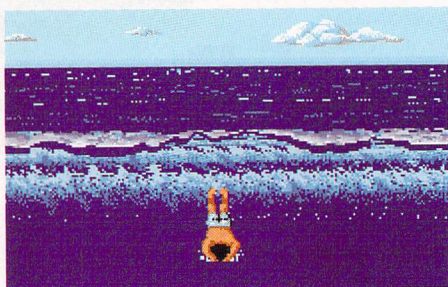
STF Rating – 71%

CALIFORNIA GAMES

Kixx - £7.99

California Games, straight from the airhead capital of America, offers you six separate events: half pipe skateboarding, the foot bag, surfing, roller skating, BMX bike racing and the flying disk.

Skateboarding in the half pipe (an upturned one, naturally) means getting up enough speed to perform one of the three stunts available. Become really proficient and you can prolong your balancing until the last minute. The foot bag is like an American version of keepy-uppy, only with a small bag. Keep the bag in the air as long as possible by kicking it, preferably using some



■ Contestant number three in *California Games* attempts the immensely difficult and very silly stunt of standing on his head in the middle of the ocean. We don't recommend you try this at home, kids!

fancy moves – well weird. In surfing, points are scored for stunts and the length of time you can stay out of the water. Roller skating, too, is quite straightforward. Build up enough speed, jump over the hazards, do a few stunts and try not to end up kissing the concrete. BMX racing is a faster (and harder) version of roller skating, though a few more stunts are available. Finally, the flying disk, or the Frisbee, sees you hurling the disk with the aid of a strength and angle graph. You then have to manoeuvre a girly waiting at the other end of the field and make her catch it.

On the whole the events are enjoyable, though perhaps a little difficult to begin with – there are loads of controls and rules for you to learn. Fortunately there are also practice events. The graphics aren't spectacular – the bloke doing the foot bag looks like he needs major surgery – but they're up to the job. Sound is predictable and minimal. If you can ignore the trendy and embarrassing comments that continually appear, you're in for a good time with *California Games*. It's truly a gnarly buy, dudes (ack! it's catching).

STF Rating – 81%



■ *Outzone* is the sad and sorry tale of a lonely craft who is abandoned by his mothership and left on his own to wander the barren wastes. (Actually, that's got nothing to do with it – I just made it up. Sorry)

OUTZONE

UBI Soft - £20.53

Outzone is a strange mix of space shoot-'em-up and puzzle game. You have responsibility for a small craft that has a fixed speed and trajectory. You can only change its direction by intervening in its path. You do this by pressing the Fire button when you're near it. This attaches the craft to the back of your ship. By moving the joystick up and down you can alter the craft's vertical position. Pressing the Fire button again releases it.

The craft must reach the end of the zone while avoiding the many blocks scattered about the area. These blocks are of two types: indestructible and marked. The latter are marked by a geometric shape or a letter of the alphabet. Touch two blocks (with your ship) that have matching geometric shapes and they disappear, usually forming an entrance for the craft. Touch two alphabetical ones and you activate a bonus effect – extra energy for your ship or a new weapon. You need the weapons to shoot the static aliens that occasionally appear and block your way. The craft isn't affected by these aliens – but you are.

The graphics are small and functional and the sound isn't much better. While each level becomes more difficult, the gameplay remains the same. For the first one or two games you'll probably be intrigued, but when you've lost a life for the fifth time and found yourself right back at the beginning again, you might find the gameplay lacking – particularly since there are 28 levels. There isn't enough variation to hold your interest

TEN GAMES WE'D ALL LIKE TO SEE

1. A horizontally-scrolling shoot-'em-up that doesn't cast you as the mighty hero Zin who must rescue Princess Thwib from the evil Pleeb when all you have to do is fire pixels at some other pixels while avoiding the blue star
2. A racing game that doesn't claim it has "the fastest, smoothest, most detailed graphics ever seen"
3. *MidWinter 2*
4. A business simulation set in the hectic world of beekeeping in which you must balance the books, buy new bees and collect the honey before the rival bee gangs muscle in
5. A non-licensed game from Ocean
6. Jeff Minter's version of *Defender* for the Atari ATW Transputer workstation
7. Michael Fish's *All Star International Weather Simulator*
8. A good game from Titus (not necessarily the views of the management, but probably the view of everyone else)
9. A Paul Woakes game that he "just knocked up one afternoon"
10. An arcade game that you can easily install on your hard drive

and the action itself isn't particularly thrilling. A few hardy souls might play through to the end but the rest of us will probably be writing our names with blunt crayons by then.

STF Rating – 66%

PREHISTORIK

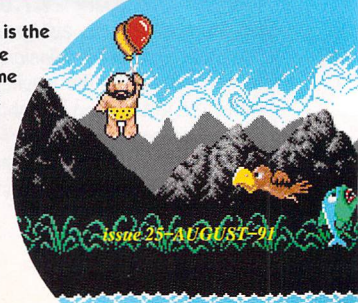
Titus - £20.53

Now look, don't snigger. Just because it's written in STOS doesn't mean that *Prehistorik* is a bad game. Jesty japes aside, it turns out that *Prehistorik* actually isn't all that bad. You play the part of a caveman known as – well, it doesn't matter. It's a platform game which enables you to bash a lot of cute monsters and then jump on their heads in order to eat them. There are the usual gaps for you to jump, spiky rocks to avoid or destroy, and flying things that hassle you. Now and again an Indian guide appears. Bash him before he disappears and you gain a bonus along the lines of extra time, a smart bomb and so on.

There you have it. A no frills few thrills straightforward "romp." The graphics are bright, colourful and decently animated, the sound is average and the gameplay unsurprising. Worth the dosh? Nope – it's too repetitive and bland, but some may like it. The most surprising thing about this is you wouldn't suspect it was written in STOS. Good job we told you then, isn't it?

STF Rating – 68%

■ Okay, if this really is the *Prehistorik* Era, where did the balloons come from? Come to think of it, where did that string come from? Just what are these people playing at?



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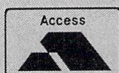
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If you can't draw to save your mother's life and you're still interested in *Talespin*, you might be in luck. Deltronics have come up with a series of graphics data disks, beginning with this one and continuing with the soon-to-be-released *Sci-fi Disk* (turn to Previews on page 17 to find out more).

Comic artist T. C. Basset has drawn over 4MBytes of heavily-compressed graphics for the disk. These include heroes, lusty wenches, swords, scenery and suchlike, all of which may be loaded into your games.

The graphics themselves aren't the best you've ever seen – some of them are a bit crude and childish – but there are quite a few, and there's nothing to stop you changing them if you



■ "Ernest, there's a funny looking couple at the door who want to know if we're interested in buying some gold." Sample images from the *Fantasy Graphics Disk*

want. There's bound to be something here you can use, but whether it's worth it depends on your artistic bent and the size of your bank account.

STF Rating – 73%

BASEMENT OF THE BARGAIN TYPE

Kixx are re-releasing old games at a rate of knots – far more than we can cover in detail – so here's a quick rundown on some of the other releases. They all cost £7.99. *LED Storm* is a fairly enjoyable overhead racing game set in the future and with some impressive scrolling – 72%. *Street Fighter* is an abysmal beat-'em-up with terrible sprites and less impressive backgrounds – 52%. *Bionic Commando* is a fairly original arcade platform game featuring a chap with a telescopic arm – this looks a bit dated and primitive now, 63%. *Barbarian* is the seminal beat-'em-up from what seems like aeons ago. It's not too bad in the gameplay department and it has some wicked samples but the graphics, once again, are looking a bit past it – 65%.

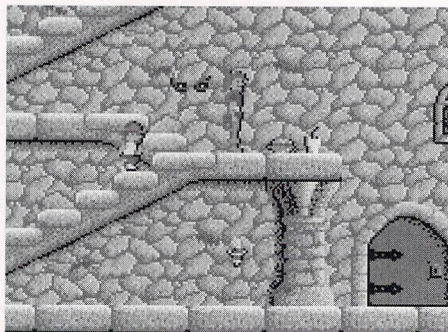
TEN THINGS NOT TO DO IF YOUR ST BREAKS DOWN

- ① Take it to a pet cemetery, bury it there and hope for the best
- ② Ask a psychiatrist to regress it back to its childhood and find the root of the problem
- ③ Take off the lid, rearrange the bits and hope the ST won't notice the broken part
- ④ Shout very loudly, "if you don't start working *right now* I'm never speaking to you again!" and walk off in a huff
- ⑤ Wrap a mustard poultice around it, rub Vicks into the keyboard and put it to bed
- ⑥ Lock it in a small dark room until it agrees to cooperate with you
- ⑦ Take it to the local born-again Christian group and hope the spirit of God enters into it. Yea verily, until it bloody well works again
- ⑧ Develop your telekinetic power to such an extent that you can change the offending part's molecules simply by using your mind
- ⑨ Completely ignore the fact that it's not working and pretend to use it regardless, becoming dangerously hostile when anyone tries to mention the fact to you
- ⑩ Send it to Atari (not necessarily etc.)

TOM AND THE GHOST

UBI Soft – £20.53

The Tom in question is visiting a castle in Scotland with his mum when she is kidnapped by a ghost. Luckily, though, another friendly ghost by the name of Sir Arrow takes care of Tom and promises to lead him back to his mother. You take the role of Sir Arrow and have no direct con-



■ "No! I refuse to talk to you after what you said about my codpiece." "But I only said it looked like a –" (er, I think we'd better leave them there. It looks like *Tom and the Ghost* aren't getting on too well)

trol over Tom himself. He follows you to most places, except when there's a ghost about, and then he runs off. In this case you have to call him back with the whistle. The castle is made of many horizontally-scrolling levels connected by stairways and is full of monsters, ghosts and objects. These objects may be weapons, food for Tom (not too much or he's sick), a comforting teddy bear or various other useful items.

When you read the manual, it gives you the impression that this is a huge, complex and involving game with many little details. When you play it though, it's a bit disappointing. The graphics are small and not very well animated, the sound is annoying and the gameplay amounts to little more than leading Tom around and fighting monsters. Worst of all, the game sometimes crashes for apparently no reason. This shouldn't happen in a completed game and almost renders the whole thing totally unplayable. For all its faults, *Tom and the Ghost* isn't a bad game, just not quite "together." With a few tweaks it could have been made into something really special.

STF RATING – 67%

FORMAT RATINGS THIS MONTH

How did they rate this issue? Here are all the games *FORMAT* reviewed this month

Germ Crazy

page 55 **88%**

Talespin

page 67 **82%**

California Games

page 68 **81%**

Impossible Mission 2

page 67 **80%**

Champion of the Raj

page 62 **78%**

Toki

page 50 **78%**

Crime Does Not Pay

page 61 **77%**

Logical

page 58 **76%**

Fantasy Graphics Disk

page 71 **73%**

LED Storm

page 71 **72%**

Navy Seals

page 52 **72%**

Forgotten Worlds

page 68 **71%**

Gary Lineker's Hot Shot

page 67 **69%**

Prehistorik

page 68 **68%**

Shadow Dancer

page 64 **67%**

Tom and the Ghost

page 71 **67%**

Outzone

page 68 **66%**

Barbarian

page 71 **65%**

Bionic Commando

page 71 **63%**

Mercs

page 55 **61%**

Switch Blade

page 67 **58%**

Street Fighter

page 71 **52%**

A TROJAN FORCE

Remember those days in the dim and distant past when game consoles came with light guns? Well now you can relive the memories because a company called Trojan have produced a light gun for the ST which plugs straight into the serial port. It's called the Phazer and it works surprisingly well – it's even accurate on a standard TV.

It comes with two free games to show off its capabilities: *Orbital Destroyer*, a simple shoot-'em-up set in space, and *Skeet Shoot*, which has you shooting clay discs. *Orbital Destroyer* is fun for a short while but soon palls because of its simplicity. *Skeet Shoot*, although just as simple, is massive fun though – it has an indefinable addictiveness that keeps you plugging away for hours.

At the moment no other games work with the gun, but Trojan are hoping to persuade the major game software houses to incorporate code into their future releases. Trojan themselves promise to release a new gun-compatible game every two months – so keep your eyes open for *The Enforcer*, *Aliex* and *Fire Star* coming soon.

Although the gun costs £39.99 and isn't a purchase to be taken lightly, it's great fun. Get someone else to buy you one – that way you won't feel guilty! For more information, contact Trojan Products, Unit 7, Dafen Park, Llanelli, Dyfed, SA14 8LX or call them ☎ 0554 777993.

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Gamebusters



Is a tip: a) a small furry animal that lives in the wide Australian outback? b) a large protuberance that grows on the head of a rhinoceros and isn't very pleasant? or c) a part of the Bewildered Game-player's Nirvana, also known as Gamebusters? What do you think?

This is what we want – an absolutely huge mound of tips! In this case they're from a certain **John Barnsley**, who has sent in a whole disk full of cheats. This month it's games from A to L – more from Mr Barnsley next month. Meanwhile he pockets £50 for his stupendous efforts.

£50
STF PRIZE

ADDICTABALL

Alligata

Before you press the Spacebar, type IJC and the screen turns black. To start on a particular level, press the Function key that corresponds to the level you wish to start on.

ADVANCED RUGBY SIMULATOR

Codemasters

Before you press the Fire button to continue on after you have scored a try, press F1 instead. This takes you back to the match. Now press Fire and another Try is added to your score. You can then simply repeat this process until you are eventually tackled later on.

AFTERBURNER

Mediagenic

Start playing as normal, press <Backspace> to pause it and then enter AGES. The game restarts automatically after a digitised "Hooray!" and you are now granted a skip-level feature which is activated by pressing the < and > keys! For further options, do the same, but this time type in THUNDERBLADE. Now you can use the following keys as well: G = more missiles, T = less missiles, N

= increment lives. You can still use the same functions for the < and > keys too.

ARCHIPELAGOS

Logotron

Solve Archipelagos 1 and 2, press <Return> to select another Archipelago and type 8421 then <Return>. Press <Return> once more and you can now select any Archipelago between 1 and 9999. Every fifth Archipelago of the first 100 is the most interesting as these are pre-designed by the programmers. If you want to try something special, give number 5942 a go!

ARMY MOVES

Dinamic

The code for Part Two is 101069. In the First Part, hold down <Alternate>-I-D for immunity, and for the same effect in the Second Part, hold down <Alternate>-I-J.

BARBARIAN

Psygnosis

Start a game and enter 04-08-59 on the numeric keypad. Now swing your sword and you'll find that it's totally impossible to die!

BATTLE VALLEY

Hewson

Type ROGER MELLIE THE MAN ON THE TELE and you can have infinite lives.

BEVERLY HILLS COP

Tynesoft

Click past the high-score table and onto the screen where you select a difficulty factor. Now



■ **Travel Tip number 24:** When visiting desert islands in *Archipelagos*, never, ever, drop your cauliflowers. It causes havoc, upsets the locals and probably stains the ground too – it's not worth it, believe me

just type in MELLIE and you can explore all of the levels at your leisure.

BIO CHALLENGE

Palace

Pause the game with the <Escape> key and press G to advance to the end-of-level guardian.

BLOODWYCH

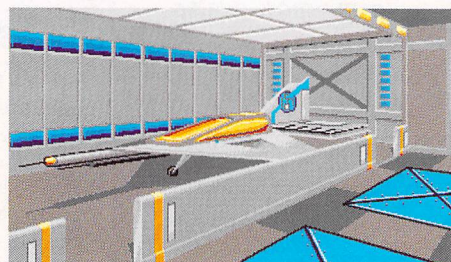
Mirrorsoft

Go through the normal buying process but stop when you get as far as paying the creature. Instead of money, put any item into the transfer slot. The creature tells you it's a pathetic price to pay but he gives you what you want anyway.

BSS JANE SEYMOUR

Gremlin

Level codes: SLUMBER, INTEREST, BULKHEAD, SHOWROOM and MUSHBASH.



■ Its sleek, smooth lines make this *Synthetic Type 4 Starcruiser* in *BSS Jane Seymour* ideal not only for family days out but also for those quick trips to the corner shop. Please note the "go faster" stripes

BUBBLE BOBBLE

Firebird

During the game, hit the following Function keys to advance a level or two – or even more: F2 = Advance one level, F3 = advance six levels and F4 = advance 11 levels.

CHUCK ROCK

Core Design

V Leighton from **Cleveland** (Victor? Victoria? Vince? Why don't you folks use your first names?) has supplied these cheats for Core



■ **A Day in the Life of Our Editor 1:** On the Way to Work in *Chuck Rock* via the local slow diplodocus

Design's game. On the title screen press the <Escape> key twice and then type any of the following with spaces:

ESTRANO – press the left <Shift> key during play and you can then fly
MORTIMER – zone select (within a level). Use keys F1-F5 to select within game
TURN FRAME – level select. Use keys 1-5 to select the appropriate level.

These other codes all give you infinite energy:

FAST AINT THE WORD
UNCLE SAMS
LIFE IS MY DREAM
SHE LOVES CLEANING WINDOWS
ITS FAIRY BOWBELZ

You can use any of the infinite energy cheats with the other cheats as long as you type the energy one first (if you see what we mean).

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Prop M. J. Cooper

After last month's batch, here are the final 72 codes provided again by ol' **N H Crowhurst of Stockport**. And before you start complaining, no, he doesn't get another £50 for this lot.

LEVEL	NAME	CODE	CHIPS	TIME
73	MORTON	QCCR	28	600
74	PLAYTIME	MKNH	4	400
75	STEAM	MJDV	0	500
76	FOURPLEX	NMRH	20	550
77	INVINCIBLE CHAMPION			
		FHIF	5	500
78	FORCE SQUARE	GRMO	13	500
79	DRAWN AND QUARTERED			
		JINU	56	300
80	VANISHING ACT	EVUG	17	800
81	WRITER'S BLOCK	SCWF	56	—
82	SOCIALIST ACTION	LLIO	0	999
83	UP THE BLOCK	OVJP	14	400
84	WARS	UVEO	5	600
85	TELENET	LEBX	15	300
86	SUICIDE	FLHH	0	400
87	CITYBLOCK	YJYS	34	—
88	SPIRALS	WZVY	12	400
89	BLOCKBUSTER	VCZO	5	450
90	PLAYHOUSE	OLLM	121	400
91	JUMPING SWARM	JPQG	22	400
92	VORTEX	DTMI	6	500
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94	NOW YOU SEE IT	EWCS	7	—

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US Gold

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102	ICEHOUSE	VDDU	3	200	127	SKELZIE	JMWZ	21	500
103	MEMORY	PTAC	37	600	128	ALL FULL	FTLA	182	400
104	JAILER	KWNL	82	300	129	LOBSTER TRAP	HEAN	6	300
105	SHORT CIRCUIT	YNEG	37	350	130	ICE CUBE	XHZ	32	—
106	KABLAM	NXYB	0	—	131	TOTALLY UNFAIR	FIRD	6	60
107	BALLS O FIRE	ECRE	50	300	132	MIX UP	ZYFA	28	999
108	BLOCK OUT	LIQC	31	350	133	BLODBANCE	TIGG	30	—
109	TORTURE CHAMBER	KZQR	4	150	134	PAIN	XPPH	7	—
110	CHILLER	XBAO	16	399	135	TRUST ME	LYWO	0	300
111	TIME LAPSE	KRQJ	4	—	136	DOUBLE MAZE	LUZL	38	—
112	FORTUNE FAVOURS THE CODE				137	GOLDKEY	HPPX	0	450
		NJLA	4	—	138	PARTIALLY POST	LUJT	0	300
113	OPEN QUESTION	PTAS	5	500	139	YORKHOUSE	VLHH	388	—
114	DECEPTION	JWNL	12	200	140	ICE DEATH	SJUK	0	300
115	OVERSEA DELIVERY	EGRW	0	—	141	UNDERGROUND	MCJE	15	—
116	BLOCKBUSTER III	HXMF	27	750	142	PENTAGRAM	UCRY	10	—
117	THE MARSH	FPZT	0	—	143	STRIPES?	OKOR	23	—
118	MISS DIRECTION	OSLW	0	300	144	FIREFLIES	GVXQ	30	—

CABAL

Ocean

During the game, type in SCHLIKA to make the border momentarily flash. Now you can press F2 to automatically complete the current level and move on to the next.



■ It's *Car-Vup* time! Some nasty person has hung that cute red car up. There's the culprit – that tomato who's scuttling away! (I think I'll lie down for a bit...)

CAR-VUP

Core Design

Play until you get a high score and enter one of the following codes as your name: PUSSYCAT = nine lives, BUMPER = temporary invulnerability and WHOOPS = magical transportation to the prehistoric (and final) level of the game.

CHARIOTS OF WRATH

Impressions

For infinite lives, press the <> key (full stop) repeatedly on the main keyboard while playing the game. Then, while in spaceship form, press the other Function keys to get weapons. When you have a weapon, press <*> (the asterisk) or 8 on the numeric keypad to power up your weapon. When instructed to press Fire to start, repeatedly move the joystick forward for infinite lives.

CRACKDOWN

US Gold

Press P to pause the game. Type in REVENGE OF THE MENTAL MOONMEN, press 1 for 999 lives and press P to carry on playing (this makes the game easier). The second cheat is to type in REVENGE OF THE MENTAL MOONMEN (without spaces) and then press the same keys as before.

A third one is to type in SMURF and then press F1 and F2 to reimburse both players' lives!

CRAZY CARS 2

Titus

Play the game as normal and take your speed up to 240mph. Press F10 to pause the game and then press the Fire button. The game now slows down to the rate of one frame of action at a time, but the car is still controllable. By continually pressing Fire and moving left and right, you can make your car pass the obstructing police vehicles and reach the boundaries easily.

CYBERNOID 2

Hewson

If you want infinite lives, just type in NECRONOMICON on the title screen.

DEATH TRAP

Anco

Play the game until you get a high score (even if it's the lowest one on the table). Instead of typing in your own name, enter GIRLS. When you play the game, press F6, F7 and F8 and your potion points will slowly refill.

DEFENDER 2

ARC

Type GOATY to make yourself invincible. Try these level codes: LEMAC, ZIPPO, LAZER, DAFAD, MAMOG, FUNKY & DONKY.

DENARIS

US Gold

When the data disk prompt is displayed, insert the data disk and hold down Z while it loads. Then put the mouse into the joystick port and start the game. Remember to hold down the *right* mouse button while it is loading!

DOMINATOR

System 3

For infinite lives, type SHAFT on the high-score table instead of your own name. Alternatively type

ZAE of NeXT to access a hidden game with full-screen vector graphics and soundtracked music!

DOUBLE DRAGON 2

Virgin/Mastertronic

Start a two-player game, press both Fire buttons and then hit <Esc> to gain infinite credits.

DRAGON BREED

Activision

At the end of a level, while the next one is loading, hold down: the left mouse button, <Delete>, and <Help> together. When the screen flashes you can skip levels by simply whacking one of the keys on your keyboard.

DRAGON NINJA

Imagine

During the game, type TERRIFIC and press the F3 key for infinite lives. Just press the L key if you want to go to the next level.

DRAGONSCAPE

Software Horizons

Load up the game and press the <Tab> key and numeral 2 key during the first level. You are now transported to Technocity. Repeat this and you warp straight to Iceland. Alternatively, pause the game, type in DRAGONHEAD and press F10. This time to skip levels, just press the corresponding number key and you'll go directly to that level.

DRAGON'S LAIR 2

Empire

On the credit screen, press <Return> and then type GET MORDROC DIRK (and include all of the spaces). Another snippet is that if you start the game and type in MORDROC as soon as Dirk appears, you can sit back and watch Dirk complete the game on his own!

DRILLER

Incentive

When you start the game, you are facing a small shed-like building. Shoot it over 20 times and



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■ ...and this is from my more abstract *Driller* period. It's called "Mother and Child." You should see my next great opus – "Man with Cake on his Head"

➤ you're transformed into a jet. You can then fly around the game's landscape.

DYNASTY WARS

US Gold

Load up the game in the normal manner and when the title screen is in view, type CHEAT MODE. Now, when playing the game, all you have to do is press F2 to skip a level. Easy!

E-SWAT

US Gold

Pause during the game and type in JUSTIFIED ANCIENTS OF MU MU (try it with and without spaces). The border now flashes and you're endowed with 99 lives. Not bad, eh?

HERO QUEST

Gremlin

C M Page, from (erm) somewhere, offers these very welcome tips to bump up your character's gold and weaponry.

1. Firstly, save all characters.
2. Select one character and place him in play.
3. Choose quest three – "Quest for the Spirit Blade" – or any quest which has the exit in the starting room.
4. Begin the game and search the room. One of five things happens – you either:
 - a) find gold
 - b) find a potion
 - c) are attacked
 - d) find a trap
 - e) find nothing

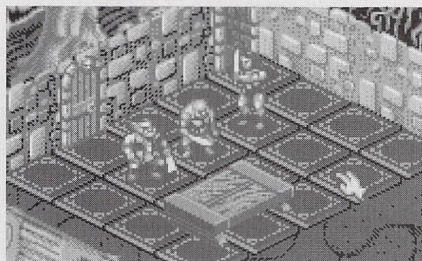
In cases c), d) and e), exit via the stairs and try again from from step 3. In cases a) or b) collect the gold or healing potion (any other potion isn't much use).

If you do find the healing potion, take it and drink it, then leave and save the character. Repeat from step 3.

If you find the gold, take it, leave via the stairs, save the game and repeat.

5. Do this for all characters.

This can take you some time, obviously!



■ A Day in the Life of Our Editor 2: *Hero Quest*, in which he has a quiet word with people who are late with their copy – er, not me by any chance?

EXOLON

Hewson

Type in ad astra (yes, in lower case) on the high-score table for infinite lives.

EYE OF HORUS

Logotron

In the credits section, type SPAM and the game begins. You now have infinite lives and there is no need to use the colour-coded keys to move into the locked lifts. If you're looking for him, Set is located through the blue locked lift.

FLYING SHARK

Firebird

When on the high-score table, enter HSC for infinite lives, KDJ for invulnerability, RLH for Acid Men, JGL for full firepower, or RAB for immunity. You must hold down the 5 key on the numeric keypad while you type in the last letter, otherwise these codes won't work properly.

FORGOTTEN WORLDS

US Gold

When the game has loaded and the title screen appears, hold down the <Shift> key and type in ARC. Release the <Shift> key and press the <Help> key to start the game. Now you can press S to advance straight to the shop. N takes you straight on to the next level.

GALAXY FORCE 2

Activision

Type in DONKEY on the title screen and then, during the game, press F3 to go to the end of the current level.

GAZZA 2

Empire

From the centre circle hold down the Fire button to launch the ball. This should score a goal. Press <Esc> and you automatically win the game!

GIGANOID

Microdeal

While you're on the Select Player screen, tap the <Caps Lock> key and start the game as normal. When you've read the message, you can now proceed with 100 lives under your belt.

GRIDRUNNER

Llamasoft

During play, pause the game and then type in PINK-FLOYD-ARE-GODS, bearing in mind to include the minus signs between the words. You're now granted infinite lives.

GUNSHIP

Microprose

Select your mission, destroy the enemy and land at your home base. Insert Disk A, select End Game and put Disk B back in when prompted. Take off vertically, then land again. You get medals galore, plus you go from Sergeant to Colonel in no time at all!

HADES NEBULA

Nexus

Enter MONITOR into the high-score table and you can get infinite lives – just like that.

THE FINAL BATTLE

PSS

Here are the concluding general tips from Karl Buckingham and Richard Hewison for PSS's game, continued from last month.

The only character you can possibly afford to lose and still be able to complete the game is Pagan. It is best to keep Jerub healthy – his magic can sustain the others if they become severely injured.

There are a number of locations with heaps of food. There is a tree in the forest with lots of apples growing on it if you climb up to get them. There is also food in the kitchen in Suzar's castle, in a cupboard in the shack and in the corner of the passage near the start of the game.

Jerub can only cast a few spells per day before he becomes too tired. He must be well fed and rested, and then he is able to cast more spells the following day.

The cloak, the diamond ring and the necklace are capable of protecting you from some forms of magic that you encounter.

HAWKEYE

Thalamus

When you are about to die and you have run out of all your lives, press the <Delete> key to go to the next level. For infinite lives, pause the game during play, press the <Help> key and then press the pause control again.

IMMORTAL

Electronic Arts

Here are the level codes to *Immortal*:

CDDFF10006F70	Level Two
OADDA21000E10	Level Three
BFDFF31001EB0	Level Four
09DE443000EB0	Level Five
3B7FD53010E41	Level Six
6b10fb1010a41	Level Seven
e590d710178c1	Level Eight

JUDGE DREDD

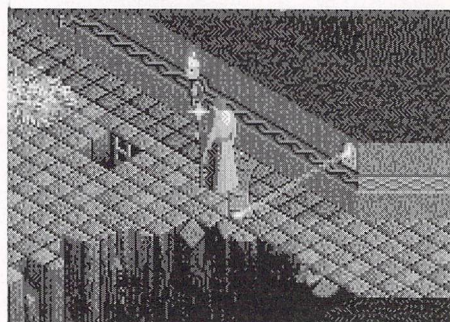
Virgin

Log on as Dredd and then type BRUCKEN PLAYING HERO QUEST and press <Return>. Now exit from the computer and press <Help> to send you to the end of each level.

KARATE KID 2

Microdeal

Attain a high score and, instead of typing in your own name, enter the name MYAGI. Now you can press P to advance a level.



■ The aftermath of a very nasty incident in *Immortal*, involving a buffalo, a meteor and over a thousand ravenous beetles. It wasn't a pretty sight, believe me

HINTS AND TIPS EPIDEMIC!

Oh, matron, the situation is not good. We need injections to solve our patients' game-playing madness! If you've got a tip, a cheat, a short cut, an infinite lives poke, a password, a map – anything at all that may assist these poor wretches, then tell us now! You know how it feels when you fail to get past the impossibly huge greeblie – imagine that agony multiplied and felt by well over 60,000 fellow ST enthusiasts. Share your medical knowhow with us and you could win *FORMAT's* monthly prize of £50. Don't wait for a small petri dish of green mould to inspire you, send your tips in today and end the pain!

Name _____
Address _____
Daytime phone _____
Brief description of tip _____

Please complete this form and send it, along with your tip, to: **Gamebusters, ST FORMAT, 30 Monmouth Street, Bath BA1 2BW.**



LEMMINGS

Psynosis

The inevitable list of codes for Psynosis' corker has come in from a certain **Trevor Newton of Cheshire**. He covers the **FUN** and **TRICKY** levels.

THE FUN LEVEL

LEVEL	CODE	% TO BE SAVED	TIME	NAME
01	(No code)	10	5	Just dig!
02	IJJLDNCCCN	10	5	Only floaters can survive this
03	NJLDLCADCY	10	5	Tailor-made for blockers
04	HLHLCIOECU	100	5	Now use miners and climbers
05	LDLCAJNFCK	10	5	You need bashers this time

06	DLCIJNLGCT	20	5	A task for blockers and bombers
07	LCANLLDHCO	50	5	Builders help you here
08	CINNLDLICJ	95	5	Not as complicated as it looks
09	CEKHMDLJCO	90	5	As long as you try your best
10	MJHMDLCKCW	50	5	Smile if you love lemmings
11	NHMLHCACT	83	5	Keep your hair on Mr. Lemming
12	JOLHCMOMCV	50	5	Patience
13	MDLCAJLNCR	100	3	We all fall down
14	ELCIJNMOCN	75	6	Origins and Lemmings
15	LCENLMDPCL	80	8	Don't let your eyes deceive you
16	CINLMDLQCQ	62	8	Don't do anything too hasty

THE KILLING CLOUD

Imageworks

Another nameless person! **D D Laxton** from **Birmingham** has sailed through Imageworks' great game and offers this complete solution.

Mission Codes:

1 – None	2 – AQQTQQEV
3 – 2IPFA1EY	4 – QJK8AZEN
5 – 3GH6AZCR	6 – XGH6AZCM
7 – 4FT3AZXN	8 – WEG1AZAL
9 – 6EGTGDEX	10 – CWBFG7E3

Station House Locations:

- 1 – North Beach
- 2 – Russian Hill/Chinatown
- 3 – Chinatown

General tip: if you arrest the wrong person and you're short on PUPs then destroy him before the PUP arrives to abort the arrest.

Mission One: Three Robots

Equipment: LS Suit, Fuel, three Nets & PUPs. Position PUPs around Chinatown/Nob Hill and locate each robot by radar. Net and arrest them and follow each PUP home.

Mission Two: Steven Gresco

Equipment: LS Suit, three Nets, one PUP, Cannon and/or Machine Gun. Place PUP in Chinatown. Fly toward enemy when they appear on the radar. The one flying under the cloud is Gresco, so net and arrest him, then follow the PUP home.

Mission Three: Henri Leclerc

Equipment: as for Mission Two. Place PUP in Chinatown. Search radar for

enemy and fly towards them. When you see a HUD target below the cloud, it is the van. Fly under and net it. Arrest and follow the PUP home. Warning! – the van fires back.

Mission Four: Eugene Cody

Equipment: as for Mission Two. Place PUP in Chinatown and fly directly towards Station house 3 (forget the enemy close to Station house 1). Now look for a black Hoverbike – this will be Cody. Net and arrest him and then follow the PUP home.

Mission Five: Disarm bomb in sea

Equipment: LS Suit. This is a nasty one. Take off and head for Station house 3 (the clump of three buildings right of the Transamerica Pyramid). When you have the bomb, turn left so you are heading just to the left of the Bay Bridge (white). Drop the bomb when you are over the sea (which is black). Warning: you've only got two minutes, so you'd better move it!

Mission Six: Louis St. Paul

Equipment: LS Suit, three Nets, two PUPs. Forget the enemy Hoverbikes, Louis is in one of the two trucks. After you net and arrest Louis (probably the truck furthest away), follow and protect the PUP home. Warning: after a while Louis escapes, so don't waste any time.

Mission Seven: Johnny Niagra

Equipment: as for Mission Two. Fly towards Marina district below cloud and then fly towards the stationary target – it should be a Hoverbike parked by a house. Fire at the house

(be careful of enemy fire) until Niagra surrenders. Then land, arrest him, take off and destroy as many bikes as you can until the PUP arrives. Finally destroy the enemy Hoverbikes before they destroy the PUP.

Mission Eight: Escort ammo supplies

Equipment: Fuel, Cannon and/or Machine Gun. Locate trucks on radar and follow (below cloud). When Black Angels appear, destroy them – but don't stray too far from the trucks. Warning: a friendly Hoverbike appears, so don't fire at it!

On the last two missions, some Hoverbikes have cannons and not all enemy bikes appear on the radar.

Mission Nine: Juan Sancho Cortez

Equipment: LS Suit, Fuel, three Nets, one PUP, Cannon and/or Machine Gun. Circle Station house and watch out for two HUD targets. These are Cortez and an accomplice. Destroy the accomplice first (the one on the radar) then shoot all three nets at Cortez while he is over land (it takes three before his bike falls!). Follow him down, arrest him, and escort the PUP home. Warning: Cortez does not appear on the radar.

Mission Ten: Bomb Alcatraz

Equipment: LS Suit, Fuel, Cannon and/or Machine Gun. Get the bomb (it's in front of you) then fly to the enemy bike shown on the radar. Fly over Alcatraz destroying all Hoverbikes in the area (even the XB500s). When you're sure none are left, land, leave your bike, arm the bomb, drop it, take off and head for home.

And that's it! Pat yourself on the back – you have now completed *The Killing Cloud!*

LAST DUEL
US Gold

Start the game, pause with F9 and then hold down the <Help> key, the left <Shift> key and 1 together. Unpause – the Function keys now take you through the levels and F8 gives you 5 lives.

LEONARDO
Starbyte

Some between-level passwords: IVANHOE, MATTERHORN, EMMENTALER.

LIVINGSTONE
Alligata

For infinite lives press all the keys on the keyboard, making sure that you press the Spacebar last of all. This refuses to work on some versions of the game, in which case just type in C H E A T and you can get infinite lives that way.

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- ★ **QUEST FOR THE HOLY GRAIL:** A zany madcap adventure which is loosely based upon the film "Monty Python and the Holy Grail"; a must for python fans. Whilst walking in the fog you are suddenly transported to medieval England - it is 926AD the time of King Arthur. You must find the Holy Grail noble knight!
- ★ **UNDERGROUND ADVENTURE:** written by Mark Welch. A futuristic adventure set in the year 2093. It is rumoured that there was once an underground complex of caves and tunnels where the elite few hid during the recent atomic cataclysm. No trace has ever been found of these hidden politicians and millionaires. Your adventure starts at the bottom of a deep pit. This is the first of 68 locations and all is in darkness. You can just about make out the position of an old flashlight and the outline of what appears to be a short metal bar. Good luck, you will need it!
- ★ **THE PYRAMID OF MUNA:** You have been studying the Myan Pyramids and have come across information that leads you to believe that there are other, much older ruins in that area that may predate Myan civilisation. You have in your possession an artifact that was found in the Myan pyramids. It is a 6 pointed star with precious gems embedded in it. Writings in the pyramids seem to indicate that this star may be the key to unlocking the secret of the older ruins. Today is the day that you have arranged to visit the site of these older ruins. Are you ready to explore the 65 challenging levels that follow?
- ★ **SON OF STAGEFRIGHT:** you play the part of an actor or actress who is trying to get out of an old abandoned theatre. This is an adventure in 3 'acts' where each act has a different theme and a different challenge.

ADVENTURE GAMES - VOL 2

- ★ **FAST LANE:** In this excellent game you attempt, against much adversity, to locate, enter and win a Classic Car Show. You must overcome obstructive family members, odd creatures, criminals and the law as well as a host of other assorted trials and tribulations to accumulate the 200 points available in this 39 location adventure. A very well done game with an unusual theme.
- ★ **GHOST TOWN:** this is a fairly large 88 location adventure written by E.L. Cheney. You are a prospector searching for gold and adventure. Another old prospector has told you a story of a fabulous mine and an even richer old ghost town nearby. Whilst the town is supposedly deserted there have been rumours of strange noises, gunfires and terrifying screams coming from the place. You have walked long and hard for days only to find yourself lost in a trackless prairie with nothing but your wits to save your life.
- ★ **CRUSADE ADVENTURE:** you assume the role of Godfrey de Goodhead, a bold but impoverished Knight. King Frederick III has called upon you to rescue his only daughter, the beautiful Princess Ann from the dungeons of baron Von Evil's castle.
- ★ **STAR PORTAL:** by Michael Detlefsen this is a science fiction adventure based on the story entitled 'Ticket to Anywhere' in which you journey to the stars. You must search the martian deserts and commence your quest through this 177 location adventure.
- ★ **ODIEUS'S QUEST FOR THE MAGIC FLINGSHOT:** you are Odieus, son of Odiele of the ancient Winwood family. Coming from a line of sorcerers and enchantresses, you naturally undertake the preservation of your ancestral traditions. Your arch enemy Blackwing has taken your Magic Flingshot, used for flinging magic spells, can you get it back?

SHOOT-EM UPS GAMES - VOL 1

- ★ **TRACKER:** Drive your tracker through hostile environments and destroy the enemy tracker base. Joystick required.
- ★ **OVERLANDER:** another classic shoot-em-up. Can you fly overland and destroy the enemy base. Watch for ground fire and electrical generation. Joystick required.
- ★ **CHANCE:** The Archons have taken over the nearest space platform to earth. From here they intend to build a large strike force and take over our world. Can you fly through their defence system and wipe out the mothership? But beware as the platform is unstable! Joystick required.
- ★ **ESCAPE FROM THE TOMB OF RA:** How did you get in, how can you get out? Collect jewels to prolong life, seek out the secret passages but, above all get out alive, if you can! Joystick required.
- ★ **MUTANT:** The reactor in the worlds first nuclear powered mine has gone out of control. The workers have received high doses of radiation make them mutate. Only one person can get to the end cavern and destroy it; will it be you? Joystick required.

SHOOT-EM UPS GAMES - VOL 2

- ★ **CAVERNS OF NERAK:** Forced to land on the planet Nerak you must leave your ship and explore the caverns on your gravity sledge in the hope of finding Energy Pods. These are your only chance of replacing the ships depleted power supply and escaping from the planet. The Neraks have other ideas though.
- ★ **KEY TO ATLANTIS:** Excellent scrolling shoot-em-up. Collect as much treasure as you can (keys, goblets, necklaces, chests) as these will prolong life. Beware of the bubbles and watch those clams! Joystick required.
- ★ **HAUNTED MONASTERY:** Only you, a lone monk, can find the treasure vault, you must fight the ghostly guardians but remember, all is not what it seems!!
- ★ **WIZARD:** It was a mistake to take a short cut home through the wizards domain. Now you must face his wrath and see if you can survive.
- ★ **DROID:** You are lost in the Ajax factory. Guide Droid upward through the levels and destroy all the evil chemicals that are being developed.

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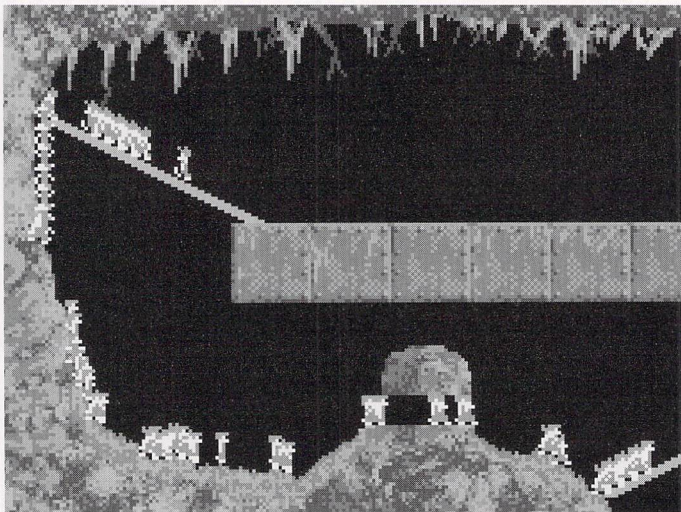
17	CAJHLFLBDT	40	5	Easy when you know how
18	KJHNLBCDQ	71	5	Let's block and blow
19	NJNNHCCDDT	70	5	Take good care of my Lemmings
20	HLFLCENNEDW	60	5	We are now at LEMCOM ONE
21	LFLCCJLFDN	60	8	You live and Lem
22	NHCKKONGDQ	80	5	A Beast of a level
23	LCCNMLFHJU	25	8	I've lost that Lemming feeling
24	CINLLGLIDL	66	5	Korbanwa Lemming son
25	CKKHMGHJDM	50	5	Lemmings, Lemmings everywhere
26	IJHOHCKDM	100	5	Nightmare on Lem street
27	NKMFLCALDV	50	5	Let's be careful out there
28	HOHCHOMDT	60	5	If only they could fly
29	OOHCGJLND	60	8	Worra lorra Lemmings
30	GLCMJMMODT	66	5	Lock up your Lemmings

THE TRICKY LEVEL

01	HCGOLONPD	50	4	This should be a doddle
02	CMOLMGLQDJ	100	3	We all fall down
03	CCJLDMBEX	50	6	A ladder would be handy
04	IKHLDMBECEN	20	8	Here's one I prepared earlier
05	OHNLBIADEP	20	5	Careless clicking costs lives
06	IDLMCIOEEU	80	5	Lemmingology
07	LDMCCJNFEP	73	5	Been there, seen it, done it
08	EMCIJMLGEW	60	8	Lemming sanctuary in sight
09	MCEOLLDEHW	93	5	They just keep on coming
10	CMNLLEMIEP	94	8	There's a lot of them about
11	CEKKOLIEK	84	8	Lemmings in the attic
12	IKHMEMCKEX	80	8	Bitter Lemming
13	OJOLICLEN	70	8	Lemming Drops
14	HMDMCIOMEM	87	6	MENACING!!
15	MDMCGJMNEL	60	5	Ozone friendly Lemmings
16	LMBIJOOOEJ	80	5	Luvly Jubbly
17	KCCOMMLPEU	96	5	Diet Lemmingoid

18	CKNLMDMQEV	90	5	It's Lemmingentry Watson
19	CKKHNNKBFR	100	5	Postcard from Lemmingland
20	IJLGMCCFS	95	4	One way digging to freedom
21	OHLFMCADFN	66	6	All the 6's...
22	ILFMCKOEJ	90	5	Turn around young lemmings!
23	LFMCEJMFFT	60	5	From the Boundary Line
24	GICKKOLGFK	93	2	Tightrope City
25	MCGNMLFHFL	10	5	Cascade
26	BKOMNFIFO	100	5	I have a cunning plan
27	CAJMJGMJFS	90	5	The Island of the Wicker People
28	KKKOOICKFV	90	5	Lost Something?
29	OHMFMCAFLW	9	4	Rainbow Island
30	HMGCMCMOMF	90	4	The Crankshaft

stf



■ A Day in the Life of Our Editor 3: The Staff's Day Out in the Park (with the kind cooperation of Lemmings). Don't expect it more than once a year though...

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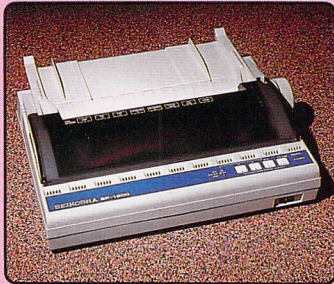
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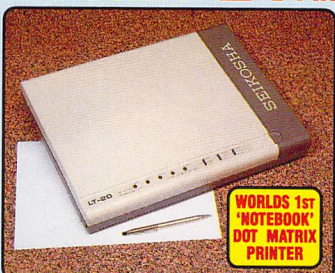
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*The dynamic, fruity
ST FORMAT crew
take time off to reveal
their personal choices
for Top 20 ST games*

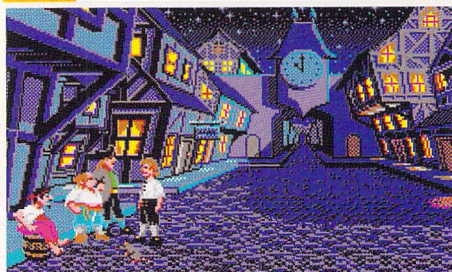
A few of our fa

What makes a good game a classic? Now there's a question and a half. We've heard all the answers before: colourful graphics, rankin' sounds, great game-play and even a decent plot – but it's all hogwash really, isn't it? The very best games are the ones

you keep coming back to time after time. Who cares if it's four years old? What does it matter that you've completed it all – twice – so long as you're still going back for more? These are monolithic games – the ones that really set the pace. So which are the classic games? *ST FORMAT*

1 The Secret Of Monkey Island

Released May 1991

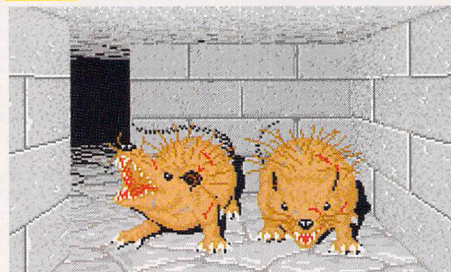


£24.99 STF 23: 94%
Lucasfilm/US Gold ⌘ 021 625 3388

■ *The Secret of Monkey Island* is a unanimous choice for the number one slot – a spellbinding experience. Andy Hutchinson was almost moved to tears when he finished playing with his review copy. "My life is empty now," he sobbed, "there's never going to be such a good game again." Is he right? Only time will tell. Meanwhile, he's recuperating in a hospice for the terminally underwhelmed and we're keeping him pumped up with old Marvel comics and pictures of fresh fruit from around the world. What a sad chap – but what a great game!

2 Dungeon Master

Released March 1987



£24.95 STF: 93%
FTL/Mirrorsoft ⌘ 071 928 1454

■ Despite its age, *Dungeon Master* still rates highly on everyone's list of all-time classics. Neil Jackson spent weeks wandering around the 14 levels full of monsters. "It's scary!" he said, after completing a course of anti-claustrophobia injections. "Half the time you don't know where the hell you are and when you do it's usually because you recognise the monsters that are thrashing the life out of you!" *Dungeon Master* was a unique trendsetter and it's spawned plenty of lookalike games – *Chaos Strikes Back*, *Captive* and *Bloodwych* among them

3 Damocles

Released July 1990



£24.95 STF 13: 94%
Novagen ⌘ 021 449 9516

■ Paul Woakes' *Damocles* was four long years in the making and a sure-fire hit the moment it was released. Its superb 3D graphics took you on a journey underground, overground and through outer space. Epic encounters, trading, suffocation and plain, simple disorientation are its main ingredients – along with a sprinkling of Woakes' off-the-wall humour. A really fine mix! Dan Goodleff was heard to say, "I thought comet was a High Street electrical wholesaler until I discovered *Damocles*." Er, yes – we couldn't have put it better ourselves, Dan

6 Llamatron

Released May 1991



£5.00 STF 24: 95%
Llamasoft ⌘ 0734 814478

■ Jeff Minter, quite possibly the last of the great individuals, has consistently produced some of the most out-to-lunch ST programs around. *Llamatron* keeps alive those legendary "camel" rumours. Preaching anti-violence by making ridiculous ruminant-orientated shoot-'em-ups has got to be Jeff's all-time greatest move. But you can't knock it! The guy certainly knows the meaning of the word "stunning" and *Llamatron* is just that. (A free copy of the game was on Cover Disk 24 – if you missed it, turn to page 122 and see how to order a back issue)

7 Rainbow Islands

Released March 1990

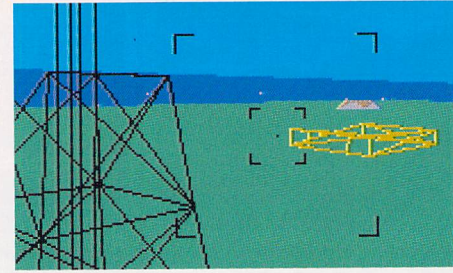


£19.99 STF 9: 93%
Ocean ⌘ 061 832 6633

■ Andrew Braybrook's *Rainbow Islands* is considered by many (well, Maff Evans anyway) to be the closest arcade conversion ever. "They downloaded as much data from the arcade machine as they could," he said. "It was pruned to be squeezed into an ST, but it's still pretty amazing." *Rainbow Islands* is one of those frustratingly addictive cutesy-style platform games – the type that you swear by and curse at (usually when you mess it up). You then excuse yourself by saying, "just one more go. I'll swear I'll do it next time." Meanwhile, life passes you by...

8 Carrier Command

Released May 1991



£9.99 STF 23: 91%
Mirror Image ⌘ 071 928 1454

■ *Carrier Command* is a true classic – just. It set the standard for 3D graphics when it was first released, even though the gameplay was lacking. You must guide a huge aircraft carrier, complete with aeroplanes and amphibious vehicles, around a large island complex in an attempt to destroy the enemy. Sounds great, but there's one problem: it takes hours to travel between islands. That's real-time for you! However, you can pause the game and type in GROW OLD ALONG WITH ME and THE BEST IS YET TO BE. This speeds it up and gives it a chance to shine

ENOUGH OF ALL THIS "TOP 20" STUFF. WHAT ABOUT FORMAT'S

1. Prosoccer 2190

Vulture Publishing STF 17: 12%
Dull attempt at some form of future sports sim. Less pizzazz than a dried apricot and all the graphical splendour of a sheet of paper

2. Starwrek

Castlesoft STF 7: 15%
Supposedly "humorous" attempt at parodying the '60s SF show, written in STAC by someone who probably thinks Benny Hill is a real riot

3. Treble Champions

Challenge Software STF 14: 19%
The football game that looks as if it was a sixth form computing project written around 1979 and is almost bearable to play – but not quite

4. Warp

Grandslam STF 7: 20%
Fly your three pixels around an admittedly smooth-scrolling but strangely empty playing area in search of the point of the game

5. Wildlife

New Deal Productions STF 14: 21%
Shoot the furry animals in a presumably tropical setting. This bears not a minuscule resemblance to Infogrames' equally terrible *Safari Guns*

6. Legend of the Lost

Impressions STF 17: 22%
Stunningly unrealistic fighter plane sections and little more. The review says it all: "If you buy this game you're a very silly person indeed."

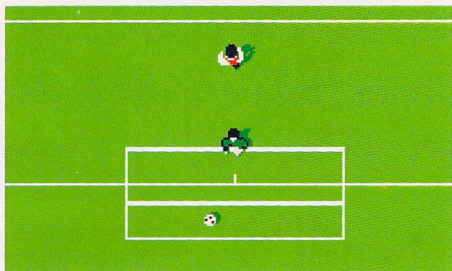
vourite games

decided that the best people to ask are the wacky doods who play more games than anyone else: the *ST FORMAT* team. In a highly top secret survey, everyone who has ever reviewed a game for *ST FORMAT* scribbled down a list of top ten favourites and these were then compiled into a

megalist of the real big wheels. Some of the world's greatest games are listed here, and if your collection is missing any of these... well, you've turned your back on a treat. So check these out, then search 'em out and snap 'em up before they disappear completely! **stf**

4 Kick Off 2

Released August 1990

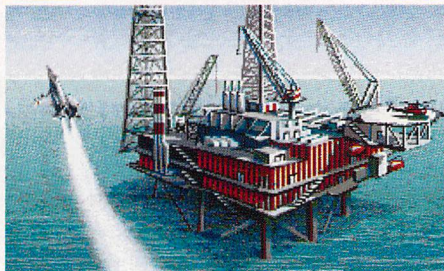


£19.99 **STF 14: 92%**
Anco ☎ 0322 292513

■ *Kick Off 2* was the most over-played game in the *FORMAT* offices last year. Well, it was World Cup year after all, wasn't it? Our full-blown *Kick Off 2* tournament attracted droves of hopefuls, all eager to win an all-expenses-paid meal with the then-Ed (not the Ed, or even Ed). Although the World Cup is dead and gone, *Kick Off 2* still gets dragged out for a bit of macho posturing occasionally. Why is it that soccer turns people into armchair hooligans? Who knows? Who cares? As long as there's still a copy in the *FORMAT* office, everything else takes a back seat

5 MiG-29 Fulcrum

Released February 1991



£34.99 **STF 20: 92%**
Domark ☎ 081 780 2222

■ It's odd that the day we received our review copy of *MiG-29*, loads of real MiGs got the sharp end in the Persian Gulf. *FORMAT*'s Ed, Mark Higham, was most relieved to find that the two events were unconnected. It was a shaky moment for Domark, *MiG-29*'s publisher, who were worried that they would be seen as cashing in on a rather sorry state of affairs. They'd been working on this fab flight sim with their design team SIMIS for well over a year before its release. Saddam hadn't even started being naughty then. It's funny how things turn out, innit?

9 Lemmings

Released May 1991

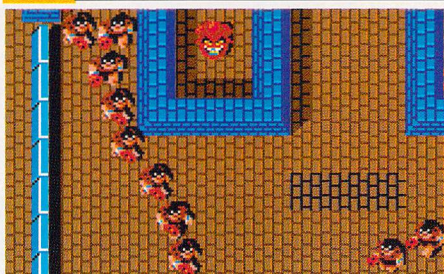


£25.99 **STF 24: 94%**
Psygnosis ☎ 051 709 5755

■ No classic game collection is complete without *Lemmings* – the most radical game concept since *Populous*. Its combination of twisted plot and easy-to-operate controls makes for a real long-term puzzler. Entirely inoffensive, non-violent and bizarre – a mix unlikely to be beaten for quite a while. *FORMAT* games reviewer James Leach had this to say: "I think it's got to rate among the all-time greatest, most impressive and altogether wonderful additions to an otherwise bland and unsurprising sphere. Just one thing – what are we talking about?" Oh well...

10 Gauntlet 2

Re-released March 1991



£7.99 **STF 21: 86%**
Kixx ☎ 021 625 3311

■ This classic arcade conversion was the first to experiment with multi-player team games on the ST. It uses a special double-joystick adapter which enables you and three of your mates to enter the dungeon world of *Gauntlet*. The team ethics often degenerate under pressure – one player dodges the action in order to grab all the treasure and leaves the others to fend for themselves. Sadly, the samples are, as Alex Soboslay put it, "a trifle difficult to make out. What on earth is infinif repulfifnif?" Who knows? But no-one goes near you when you have it!

11 Tetris

£19.99 **STF 24: 69%**
Infogrames ☎ 071 376 8799

■ This is the game *ST FORMAT*'s production staff can't live without. Specialists in fitting square pegs into round holes, they have some affinity with the puzzle's simple but maddening twists

12 Defender 2

Released December 1990

£19.99 **STF 18: 88%**
ARC ☎ 0753 33344

■ A belter of a shoot-'em-up, *Defender 2* is another Jeff Minter masterpiece. An old concept brilliantly re-worked to push your ST to the limits

13 Sim City

Released June 1990

£29.99 **STF 12: 92%**
Infogrames ☎ 071 376 8799

■ The town-planner's testbed, *Sim City* is a strategy game unlike any other. Mind you, it drives you mad when your residents get hit by disasters

14 Populous

Released March 1989

£24.95 **STAmiga 10: 92%**
Electronic Arts ☎ 0753 49442

■ First of the great god-games, *Populous* took the games world by storm with its totally new approach. Can you lead a race of people through a blood-spattered crusade? Being a minor deity has never been so much fun

15 Tower of Babel

Released November 1989

£24.99 **STF 5: 94%**
Microprose ☎ 0666 504326

■ Another strange 3D game, *Tower of Babel* had a detailed strategy element that made it unattractive to shoot-'em-uppers and action sequences that were too tough for strategists. Good fun though if you can handle it

16 Cybercon 3

Released April 1991

£24.99 **STF 22: 91%**
US Gold ☎ 021 625 3388

■ Adrian Stephens' intense cyber-nightmare takes shape in this incredibly detailed 3D action adventure. The game is as hard as nails, but compelling and exciting with it

17 F-19 Stealth Fighter

Released June 1990

£29.99 **STF 12: 96%**
Microprose ☎ 0666 504326

■ A massive package with absolutely stacks of gameplay, *F-19 Stealth Fighter* has to rate high in the flight sim scene. It seems Microprose knew more about the Stealth planes than the US Congress at the time of release. Weird, eh?

18 Gods

Released April 1991

£24.99 **STF 22: 92%**
Renegade ☎ 071 481 9214

■ *Gods* is a cracking platform game with intense action, convoluted puzzles and some excellent sound and musical effects. If platform games are where you get off, then get onto this one!

19 Interphase

Released October 1989

£29.99 **STF 4: 93%**
Mirrorsoft ☎ 071 928 1454

■ The game that made Adrian Stephens a household name (almost), *Interphase* used some of the most radical 3D shapes ever seen on the ST. They all move in perfect harmony to create an excellent strategy action game. Refreshingly, it's also got a strong plot – and it was yours with *STF 18*!

20 Battle Command

Released January 1991

£24.99 **STF 19: 93%**
Ocean ☎ 061 832 6633

■ Last but not definitely not least comes *Battle Command*, Realtime's sequel to *Carrier Command*. Plenty of 3D action as you trundle around in a futuristic tank while dodging the enemy flak. Fast, smooth and terrifically tasty!

NOMINATIONS FOR WORST TEN GAMES?

7. Dick Tracy

Titus **STF 20: 25%**
A three-bullets-at-a-time shoot-'em-up which is less fun than having your eyebrows removed by a depraved monk in the final throes of rabies

8. Dr Doom's Revenge

Empire **STF 8: 29%**
Completely un-Marvel-lous licence of the comic book – er, superhero. Spiderman makes an appearance – he must have needed the cash

9. Soccer Glory

Tanglewood **STF 11: 29%**
More insane footy capers with this thrill-a-decade managing game. It'll keep you playing for a bit – until you realise you actually wanted *Cybercon 3*

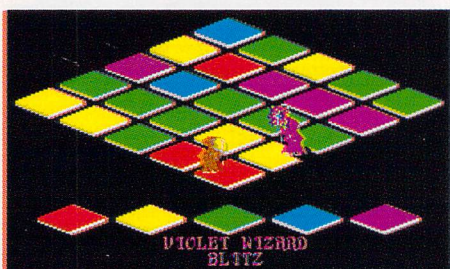
10. MiG-29 Soviet Fighter

Codemasters **STF 18: 30%**
You too can fly your very own vaguely plane-shaped mass of pixels in an attempt to annihilate your enemies by making them laugh too much

Jenny cantered her dapple mare over to the honest, earthy farm boy, Andy Hutchinson. "You, farm boy," said Jenny haughtily, "have you seen my terracotta jelly mould?" Andy rubbed a calloused hand through his knotty hair, decided it was the worst intro he'd ever written and resolved to review some Public Domain software instead

Public sector

GAMES GAMES GAMES GAMES GAMES GAMES GAMES GAMES GAMES



■ Welcome, viewers! You join us at a very exciting moment, here at the Crucible in the space-time continuum. Violet Wizard has just cast a blitz spell, which has caught his Red adversary completely unawares. This really is Spectral Sorcery at its best!

SPECTRAL SORCERY

TRuST PD - Disk GAM79

ST FORMAT Superb little game, this. The idea is to convert a grid of coloured pads to a certain colour. You do this by moving a sorcerer around the grid. Complications come mainly from the fact that the pads can be any one of five colours and these have to be cycled through to find the correct one. Simultaneously another player or your ST is doing battle with you for possession of the board. As a wizard you can cast spells on the squares or ask the ST for help. Magic.

All colour STs **STF Rating - 92%**

JOUST

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ST FORMAT This was an arcade game donks ago, produced by Atari. It now returns to Atari via an excellent conversion. The idea of the game is to joust ST-controlled soliders flying on huge birds. When you gain height over a baddie and hit him with your jousting stick, the player turns into an egg. Collect this and he's out of the game - fail and he hatches again and rejoins the fray. You control your bird by pressing "Fire" to flap its wings. The bird can also run on the platforms dotted about. Joust brilliant.

All colour STs **STF Rating - 90%**

DARK WARS

Adventurers PD Club - Disk BU71

Budgie licenceware strikes again. Dark Wars is clearly "influenced" by Dungeon Master, the all-

time classic role playing game. You control a party of adventurers on a quest through a labyrinth. Control of the party is via a list of commands such as "search," "open" and "leave" and by some direction arrows. Along the way, you encounter various nasty characters and these can be dealt with by the use of either magic or brute strength. Simply super.

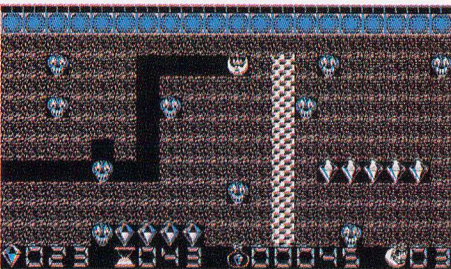
All colour STs **STF Rating - 87%**

SKULL DIGGERY

TRuST PD - Disk GAM71

Boulderdash makes an appearance in the ST Public Domain scene again, this time under the guise of Skull Diggery. The idea of the game is to stroll around a series of levels collecting the crystals. To do this, you need to set traps for the ghosts 'n' ghouls that inhabit the gameworld, dropping skulls on their heads to create explosions. Initial levels give the impression that this is an easy game - you couldn't get much further from the truth. Skullfully done.

All colour STs **STF Rating - 84%**



■ Stay away from that trapdoor, cos there's something down there. But he never listens, does he? There's all sorts of Skull Diggery occurring down here



■ Listen, love, I don't care if it has been freshly laid today. There's Joust no way I'm going to eat an egg that's bigger than me. I mean, come on, I could swim in that! And how can I break it with this little stick?



■ All right, so it's a Dark War... but if it's such a lovely sunny day what the blimmin' hell am I doing wandering around this here dungeon, being hotly pursued by little green men with broadswords?

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- Don't return to the menu screen every time you want to open the capture buffer - simply hit <Insert> to open and close the buffer
- If you wish to download a file under a different protocol such as Z-Modem, follow this procedure. Place the protocol file within the Vanterm folder. Then when the host computer asks you to commence download, hit the right mouse button and choose "Run external program" from the file menu. If this is a TTP program (TOS Take Parameters), you need to enter an instruction to file - these are outlined in the readme text which came with it
- If you find the number you're dialling is engaged, simply click on the "repeat dialling" menu selection and the ST keeps dialling the number until it gets through
- If you get the option, always use Y-Modem protocol - it's the quickest available. Better still, download the PD Y-Modem G protocol (now available) for really fast downloads
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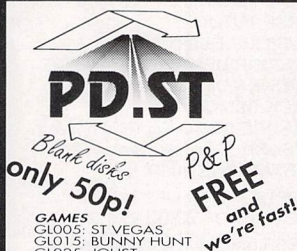
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All mono STs

STF Rating – 92%

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Caledonia PDL – Disk DTP0009

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All mono STs

STF Rating – 83%

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 A021 Mac Clip Art (2)
 A018 Pearl Ray Tracing
 A017 Palette Master
 A020 Neochrome Master
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 A014 Doodle/Neochrome
 A015 Colour Burst

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DEMO 204 - DEMON DEMO
DEMO 206 - SO WATT DEMO (D/S) DEMO
223 - SWEDISH New Year Demo II (D/S)

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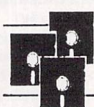
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GAME 95 - The Wolf and 7Kids - Colour
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GAME 101 - Bermuda Triangle
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TRANS BEAUCE CODING PARTY DEMO

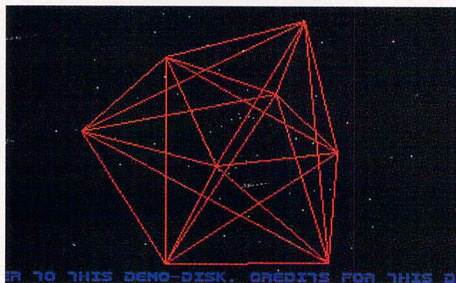
MPH - Disk DEMG42

What fun these coding parties must be! Lots of self-important amateur programmers sat around dissing "lamers" - gee what a barrel of laughs! Anyway, the result of one of these "sessions" is the *Trans Beauce* demo. The Overlanders, Fuzion and MCoder all make an appearance with some average screens. Best of the crop is OVR's depth queued 3D dots demo, although the *Hemoroids* (sic) demo raised a chuckle in the office. MCoder's vectors screen on a starfield spiral is quite natty but not terribly original. What does *Trans Beauce* mean anyway?

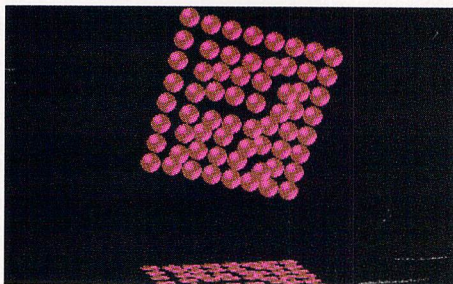
All colour STs **STF Rating - 72%****SUCCESS**

C. Hacks PDL - Disk CH062/D

The Lost Boys crop up again with this doody if limited demo. What we have here are some above-average graphics and a repeat-spliced sample. As per usual the sound is excellent - nice tones and even the odd hint of bass - but the graphics are pretty simple. How about a Mega-demo, guys?

All colour STs **STF Rating - 74%**

■ Not so much behind the times as behind the lines. MCoder lets loose with a bunch of ripped-off vector designs in the weirdly christened *Trans Beauce* demo



■ Globules brought into the ray-traced 21st century. ACF produced this vector ball screen for the *Bloodsucker* demo but fail to follow it up on later screens!

ISEN DEMO

Floppyshop - Disk DEM680C

Graphics make a welcome return to the demo scene in the form of this French ray-traced animation demo. Three ray-traced linked balls rotate over a carpet of Isen logos. You can change the display speed by hitting a numeric key, showing just how many frames went into the demo. Nice looking demo, but boring after a while - the sort of demo you'd leave running on your ST when you're out. Swift.

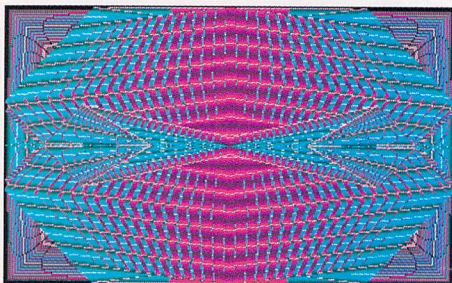
All colour STs **STF Rating - 81%****BLOODSUCKER DEMO**

MPH - Disk 80T95

Alien Cracking Foundation are back with this multi-screen demo. What can I say? The holiday hasn't helped much, though there are glimmers of hope. Best screens are the vector balls, the full screen Overscan and the coders screen, although there's little here that's really new or remotely original. Best music on the demo is a Depeche Mode rip-off song with four VU meters on the intro screen - in fact this is the only music in the whole demo which isn't boring Mad Max chip warbling. Cheesy.

All colour STs **STF Rating - 77%**

ART & MUSIC ART & MUSIC ART & MUSIC ART & MUSIC ART & MUSIC



■ Oh wow, like totally spaced, man! My ethereal, ambient hut of geometry overflows into the well-spring of light. Do you know a good TV repairman?

KOZMIC 2

Caledonia PDL

Kozmic 1 made an appearance on these pages back in March, and now Dave Henniker, the pro-

grammer, has tweaked and improved to release version two. *Kozmic* is a psychedelic light display generator. Pictures can be loaded and any palette can be used to produce bizarre pictures. Patterns such as stars, crystals, orbs and split perspective rectangles can be overlayed and these can be colour cycled at different speeds. So groovy now. **1MByte memory required.**

All colour STs **STF Rating - 89%****RED DWARF DEMO**

Star PD - Disk DEMO45

Not a music demo of the series, but a slideshow. The digitised images all come from the latest series of *Red Dwarf*, the excellent sci-fi comedy. All the main characters are here: Lister, Rimmer, Holly, Cat and Kriton all make an appearance, though you might not recognise them because of



■ Lister and Kriton contemplate how they've leapt from such a good series into 'such an awful slideshow. Smoke me a kipper, I'll be back for breakfast.

the poor quality of the digitised images. Never could understand the appeal of slideshows anyway, Smeeeeeeeeg Heeeeeead.

All colour STs **STF Rating - 50%****SAMPLED MUSIC**

● available now from the PD libraries mentioned

■ Go go Gadget disk drive! Yes, *Inspector Gadget* is the subject of this sample disk. MPH have put two versions on the disk, one for standard STs and the other for owners of MPH's Monster Stereo Cartridge. Sampling is very clear, precise and loud. Guaranteed to get a crowd of Gadget fans gathered round your monitor. I'm right on it, chief - **STF: 85%**

■ Double sided drive owners with a megabyte of memory only need apply for the Madonna demo. "Like a Prayer" gets sampled and spliced, producing an effective re-mix which teases you before kicking in with the chorus. Thumbs up because it's a bit more creative than most sample offerings - **STF: 82%**

■ Quite an old sample demo, but a good one for the collection. The Anonymous Programmers

Associaton have created an attractive and very lively demo which has been spliced together effectively. MPH are the library stocking this disk which requires a megabyte to run in. I've got the hots for you - **STF: 75%**

■ Not strictly speaking a sample demo, but worthy nonetheless. Floppyshop can supply you with this disk by the *Slaytanic Cult* which includes some excellent tracker music, created by playing four samples together at once. There's 15 to choose from, and best of the crop is Roggie on a bean on toast - **STF: 76%**

■ Peculiarly enough, this sample is from the Adventurers Club. Status Quo, the three chord superstars, get committed to silicon. *Whatever You Want* is the song and you need a 1MByte machine with a double-sided drive to run it. The sample is clear, though a tad on the tinny side. Liable to give you the old rag blues - **STF: 73%**

■ *Metallica* gets the Tony Longworth treatment, via Goodmans PDL. Rather than simply going

for a bland sample, Tony has added animated digitised frames from a *Metallica* video and sequenced the whole thing together. The samples are clear, though a bit on the repetitive side. Builds to a nice climax - **STF: 71%**

■ Iron Maiden's *Phantom of the Opera* has also been STOSed by Tony Longworth, again from Goodmans PDL. It follows a very similar format to the *Metallica* demo, consisting of a long, clear sample pastiche and a small digitised animation. Moshers queue here - **STF: 70%**

■ 3D stereo sound was first demonstrated on *Tomorrow's World* a few months back. The 3D effect gives the sound a very spatial feel - it doesn't centre on the speakers, but somewhere in the middle of the room. This STE only demo, from Jennix PDL, has been sampled from the special CD produced to illustrate the development. Since it's a stereo effect you only get the feel of the spatial 3D if you plug your STE into a hi-fi. Well worth feeling out - **STF: 84%**

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- A174 - Dcopy v3.12, Bigscreen allows you to use GEM windows larger than the actual screen. Deckey how to plug in a dec keyboard. Filespy v1.2 file browser.
- A180 - MMR. DSD. Electronics disk contains lots of programs written in fast basic for students doing the BSC electronics course at Keele University.
- A181 - Interprint2 the ultimate printer controller. Printplus v1.1 prints 1ST Word documents.
- A182 - Expander expands a single sided disk to a double sided. MedRES STE a fix to the medium res bug on STEs. Turbo ST speeds up your ST.
- A186 - DocDisp the best document displayer on the ST includes the feature to load picture file and a non case sensitive search facility. FCopy 3.
- A190 - Datastore v1.0 an excellent database. Toxic Formatter v2.0, Batch the CLI.
- A191 - Video Manager v4.0 allows you to catalogue your videos.

GAMES

- ALL games require a colour screen. We have got hundreds of excellent games disks which are detailed fully on our diskcat only £100!
- G85 - Skate tribe. A very good skate board game.
 - G86 - DSD. Tennis excellent full graphics tennis game. also on disk are card games: patience and poker.
 - G93 - Jitterbug you move around a large area picking up things and killing things.
 - G95 - Chance a good shoot 'em up.
 - G96 - Mutant platform game.
 - G97 - DSD. 1MB. The Star Trek game.
 - G98 - Tracker shoot 'em up.
 - G99 - Haunted Monastery platform game.
 - G100 - Escape from the Tomb of RA platform game.
 - G101 - Overlander good shoot 'em up.
 - G102 - Key to Atlantis good shoot 'em up.
 - G103 - DSD. Pop Eyed a 60's music trivia strip quiz.
 - G104 - Nova an excellent galaxians type shoot 'em up.
 - G105 - Tile Games v2.0.
 - G106 - The Name Game.
 - G107 - Patience an excellent card playing game includes golf, little spider, calculation, siege, raglans and elevens.
 - G108 - First Serve a tennis game.
 - G109 - Stumped the cricket game.
 - G110 - Yahzee the dice game.
 - G111 - Stocks and Bonds a stock market simulation.
 - G112 - Upstart a shoot the cherries up arcade game, excellent!
 - G113 - Spaceballer an platform excellent game.
 - G114 - The Rush is an excellent platform game.
 - G115 - Bumper Jacky a great platform game.
 - G116 - Zoltar a massive shoot 'em up.
 - G117 - Flight Simulator.
 - G118 - England Team Manager football game.
 - G119 - NOTSTE. Bunny hunt.
 - G120 - DSD. League Soccer football game.
 - G121 - Top of the Pops record company simulation.
 - G122 - NOTSTE. Heads and Hammers.
 - G123 - Fuzzball and Bounce out 2 platform games.
 - G124 - Motor cycle a good arcade type motorcycle game.
 - G129 - Snakes and Ladders the game.
 - G131 - 1MB. Anagrams, you enter a word and it will show all the possible anagrams.
 - G132 - DSD. Ditch Day Drifter a text adventure.
 - G133 - MMR. Risky Construction Set v1.5. you create a fictitious 'world' and have wars etc.

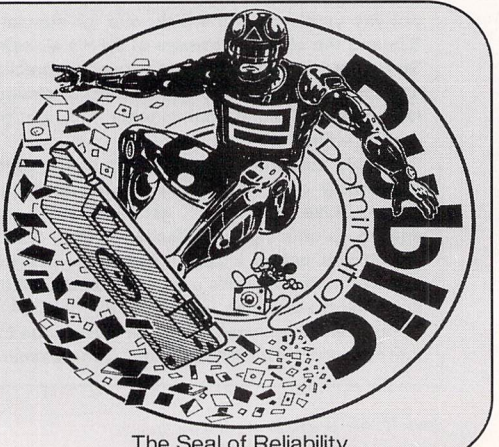
BUDGIE GAMES

These games are licenseware, for each one sold Public Dominator gives 50p to the author and there is no more to pay. All these

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-Public Domain, Licenseware, Shareware

games work on all ST/STEs and require a colour screen.

- B1 - Damonoid a good space game.
- B2 - Football 88 league simulation.
- B3 - Blitz III action shoot 'em up.
- B4 - Othello reversi board game.
- B5 - Pro Darts 501 down.
- B6 - DR Boris defuse the TNT bombs before they destroy you!
- B7 - Ball Zone the breakout game.
- B10 - Moneyspinner the slot machine.
- B11 - Maelstrom vertical scroll shoot 'em up.
- B12 - Ace invaders a master implementation of Space Invaders.
- B13 - Zenith arcade space battle.
- B14 - Goldrush multi level platform game.
- B16 - Word puzzle generator.
- B17 - Make a break trivia quizz where you play snooker by answering the questions.
- B18 - Parabellum brilliant platform game.
- B19 - Tri Heli a mega must have faste game.
- B22 - Bandit the one armed bandit.
- B23 - Space Blob excellent platform game.
- B24 - Slippery Sid great maze game.
- B27 - Psicotie if it moves shoot it! Mega space game.
- B30 - A quest for galaxia a master implementation of Galaxians.
- B34 - Safe as houses Monopoly game.
- B35 - Hostile reception Xenon type shoot 'em up.
- B40 - Dizzy Lizzy across between Pacman and boulderdash.
- B41 - Exodus superb graphics arcade game.
- B48 - XWPuzzle.
- B50 - Space Invaders and Detonator.
- B52 - 1MB. Douglas Rockmoor the greatest ever impletation of Boulderdash ever! Brilliant!
- B53 - MMR. From Little Acorns.
- B56 - Super League Soccer.
- B57 - CSR. FOOTBALL GENIUS Four hundred questions on the world's greatest sport.
- B58 - CSR. BERT the SQUIRT An 80-level game solely designed to help Bert get fatter.
- B59 - CSR. G-ORB explore inhospitable galactic cells. Use your FDM space mallet to activate cosmic levers. 80 levels
- B60 - CSR. GUIDED MISSILE A two-player game in which each player guides his missile towards enemy sites.
- B61 - CSR. A WINTER'S TALE This is Dizzy Lizzy II with the same addictive gameplay and 40 more levels. Set in a serene Christmas atmosphere.
- B62 - CSR. COLONY An excellent scrolling "missile command" variant with a multitude of special effects.
- B63 - CSR. SPACED WELLER Your aim is to create coloured lines upon a magical grid. Points are awarded for every such lines. Spheres of different colours have different effects. Beware of chain reactions.
- B64 - CSR. CASTLE FRANKENSTEIN As the title implies, your ultimate goal is to create a Monster out of a pile of bones that has gone missing. The bones are scattered throughout the first 19 levels of the game, and all you have to do is get them to level 20, where you pull the odd lever and stick them together.
- B65 - CSR. DOUGLAS II - 1/2Mb version of B52.
- B66 - CSR. MISSILE ALERT! Destroy each and every wave of incoming missiles and planes.
- B67 - CSR. PACO A Boulder Dash type game where you have to dig to find the diamonds etc.
- B68 - CSR. Black Scar Mountain A good adventure that includes graphics.
- B69 - CSR. Tablitt II An excellent word game where each player has a set amount of letters with each letter being worth a certain amount of points, and you have to create words end to end.

GRAPHICS

- GR1 - CSR. NEOchrome Master v2.1 excellent graphic package.
- GR6 - Degas disk - 155 files, 10 brushes, 7 fonts, printer driver files.
- GR7 - DSD. 1MB. AIM v2.31 of the Atari Image processor gem based.
- GR14 - MMR. Public Painter v0.1.
- GR15 - DSD. 1MB. MMR. JIL2D CAD drafting program.
- GR17 - Picture Convertors. Print Master/ Degas convertor, NEO/ Degas/Tiny/IFF /Spec512 to NEO/Degas/IFF convertor. IMG/AIM convertor IMG/AIM to postscript, Mac GIF stripper, Spectrum 512 spc/spu to GIF convertor and Spectrum 512 spc, sps and spu slide show.
- GR18 - MMR. Eplan an electrical circuit cad program.
- GR19 - DSD. Fractal Zoom v3.1 the most comprehensive fractal generation program available.
- GR20 - IMG utilities. 1. convert2img v0.9 converts any degas

- format, tiny, neochrome, macpaint, spectrum compressed and uncompressed to a monochrome .img format. 2. img quick view .img file viewer. 3. the img slide shov1.1
- GR21 - ANI ST the fully featured animation package.
- GR24 - CSR. Pearle the 3-D ray tracing package.

PROGRAMMING LANGUAGES

- L1 - 68000 Assembler, Xlisp, STLogo, Tiny basic.
- L2 - STBasic.
- L3 - Advsys adventure writer language.
- L4 - Forth83 programming language.
- L5 - PDC v2.0 compiler.
- L6 - Toy Prolog.
- L7 - Xlisp v1.7.
- L8 - Forth from bradley firmware.
- L9 - ST Icon v6.3, based on Snobol4.
- L10 - Little Smalltalk.
- L12 - C make. This is so like the unix make that you should read the unix documentation.
- L13 and •L14 Modula-2 development system v1.0.
- L15 - DSD. Sozobon c compiler.
- L17 - DSD. AGT v1.19 the adventure writer.

MUSIC

- M9 - MMR. Music Writer lets you create music on screen with notes. No print option.
- M15 - The Accompanist V2.3 MIDI 16 voice sequencer by Henry Cosh.
- M18 - DSD. Soundtracker player and Soundtracker modules converted from the Amiga.
- M19 - DSD. Soundtracker player and Soundtracker modules converted from the Amiga.
- M20 - DSD. Soundtracker player and Soundtracker modules converted from the Amiga. also documentation and some source code in 68000 and gfa basic on soundtracker formats and different frequencies.
- M21 - DSD. Noizetracker.
- M22 - DSD. Quartet samples disk 1.
- M23 - DSD. Quartet samples disk 2.

WORDPROCESSING UTILITIES

- W1 - CSR. Type It! The brilliant touch type tutor.
- W4 - Proff v1.0 very powerful text formatter.
- W9 - Newsletter maker - allows you to make a GEM disk magazine.
- W11 - Postscript disk. PS prints 1ST Word document in postscript format. 1STW2PS as above but including 1st Word plus graphics very flexible. Snapshot - outputs hires screen to PS printer, choice of size, angle etc. and examples of Postscript source code and utilities to control printer.

DEMOS

- All demos require a colour screen.
- D122 - DSD. CSR. NOTSTE. The Union demo!
 - D123 - DSD. CSR. 1MB. The Amazing Snowman demo.
 - D125 - DSD. CSR. NOTSTE. The Carebears Cuddly demos.
 - D128 - DSD. CSR. The Wattaheck demo.
 - D129 - DSD. CSR. The Swedish demo including sync and the carebears.
 - BD1 - CSR. DSD. Mind Bomb the latest mega mega must have demo.
 - D149 & •D150 - CSR. DSD. 1MB. NOTSTE. Delerious Demo from the Alliance
 - D158. •D159 & •D160 - CSR. DSD. NOTSTE. Batman the Movie Demo. Excellent 3 disk full colour digitised demo of the film.
 - D221 & •D222 - CSR. DSD. NOTSTE. 1MB. Dragons Lair demo by IRS animated scenes from the game.
 - D243 - CSR. Trans Beaunce Party demo.
 - D244 - CSR. DSD. Phalanx Overdrive demo.
 - D162 - CSR. DSD. The lord of the disks 'Dragons lair' demo. excellent!
 - D176 - CSR. DSD. The Care Bears 'So what demo', excellent!
 - D191 - CSR. DSD. 'Mini Run'.
 - D197 - CSR. DSD. Space Ace amazing graphic animation.
 - D202 - DSD. CSR. NOTSTE. Predator demo by The Islander.
 - D207 - CSR. Snowman demo the 1/2MB RAM version. Excellent!
 - D210 - CSR. 1MB. DSD. The Star Wars Walker I demo excellent.
 - D213 - CSR. 1MB. DSD. The Star Wars Walker II demo.
 - D236 - DSD. CSR. Inner Circle Decade demo.
 - D240 - DSD. CSR. Star Trek The Enterprises leaves dry dock demo, also 2 excellent animations of the Reliant flying in space.
 - D247 - CSR. The Lost Boys Life's a Bitch demo.
 - D249 - CSR. DSD. Animations: the juggling clown, lock on fighter,

marilyn monroe talking, micrmag, sunglasses and trukking.

- D250 - CSR. DSD. 1MB. Animations: the barbers shop, walking foreman, channel 4 logo and unicycle.

STE DEMOS

These demos will only work on an Atari STE

- D144 - CSR. The Official Atari France demo!
- D214 - CSR. Sound OFF.
- D228 - CSR. 1MB. AN COOL from The Care Bears demo.
- D229 - CSR. 1MB. The Jungle demo!
- D230 - CSR. Movie shows off the stereo sound+the blitter chip.
- D231 - CSR. 1MB. BOING a bouncing ball with colours scrolling through it and the sounds of Axel-F
- D232 - CSR. 1MB. Fantasia! Sounds of the Cure and excellent graphics. Press HELP for instructions. Note: this STE demo does not work on STEs with TOS v1.62!
- D233 - CSR. 1MB. 3D Scroller, sounds of The Cure and excellent graphics!
- D234 - CSR. 1MB. Psychedelik House II By The Overlander.
- D251 - The Black Cats STE demo excellent!
- D252 - The 2nd French STE demo brilliant!

NEW DISKS

We add dozens of disks every month to our catalogue, if you have some Public Domain or Shareware that we do not, then send it in! We will swap any 2 of our disks for each 1 of yours. Please check that we do not already have the software before sending it in.

Your Second Manual to the Atari ST

Having got your computer and read the manual that came with it, you are probably still completely in the dark about the ins and outs of using the ST. The book Your Second Manual goes in depth in an easy to understand way about every aspect of using your ST - what is a RAM disk? A BBS? How do I format a disk and auto load my favorite program? It explains what a computer is, about the ST keyboard, mouse, disks and disk drives, the screen, and about games, graphics, word processing, DTP, User Groups, GDOS and lots more. If you want to get more out of your Atari ST, this is the book for you!

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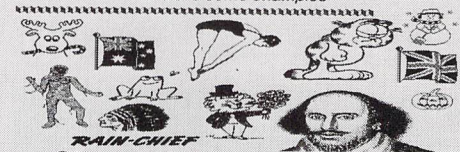
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A to Z, arrows, stars, explosions, humorous, cartoons, pointing hands, food & lots more.

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Deviate, create, emulate!

Fancy giving your ST a split personality? The thoroughly schizoid Andy Hutchinson transforms his ST into ten different machines, then circumnavigates the office on the cleaning lady's trolley

The ST is a superb machine for word processing, DTP, music, games or indeed any of a plethora of jobs, but what do you do when you'd like to bring your work home with you? The odds are that you don't use an ST at work, so you can't bring your text files, spreadsheets or computer documents home with you because they use a completely different disk/file format to that of your ST. Schools use a variety of ill-chosen computers, about as flexible as the laws on free speech. So how does the ST-owning schoolkid (or for that matter, teacher) do some computer-based homework?

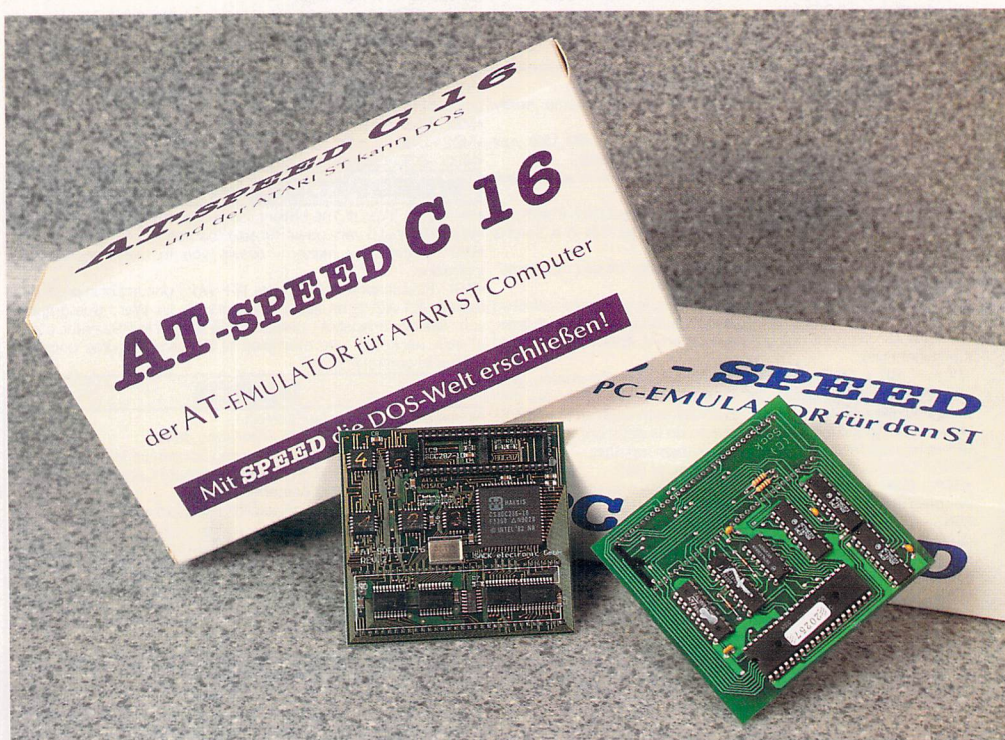
The simple answer is to emulate. STs use a particularly quick 68000 central processing chip, which easily lends itself to high speed processing. For this reason, emulation on the ST is particularly well supported. Depending on the depth of your pocket, you can turn your ST into a PC-compatible, a Macintosh or even a ZX-81. Thus you can enjoy the quality software and hardware available for the ST range, while still being able to run other machines' software.

PC EMULATORS

IBM clones have a stranglehold on the business world. This has little to do with their flexibility, power or ease of use; it's simply a throwback to the days when the only "serious" machines were produced by a company called IBM. It isn't surprising, then, to find out that far and away the greatest number of emulators are based on PC technology. But be warned. The quality and speed of these emulators varies greatly. Norton factors (speed ratings) are what count with PC emulators.

Supercharger

This was one of the first hardware emulators to emerge onto the ST scene. The original Supercharger comes in a stand-alone box which includes its own on-board megabyte of RAM. It also has the edge over the competition because it comes complete with MS-DOS. It includes multi-tasking capabilities – meaning you can run PC programs and ST programs simultaneously. The hardware supports internal and external floppy



■ PC-Speed was one of the first emulators to arrive on the ST. It has just been joined by a 16MHz emulator, the AT Speed C16, offering very high speed PC processing and an excellent disk operating system, DR-DOS

drives as well as hard drives and includes a DMA through port. However, the main problem is that the hardware only runs at 8MHz and offers only limited support for the faster 286 machines. Current price is £299. Since this original PC Supercharger appeared, the emulator has gone through various minor changes and has just received a major update – for which, read on.

STF Rating – 73%

Supercharger SC Plus 286

The major difference between this version of Supercharger and its predecessors is that this is a full AT emulator, keeping the unit in direct competition with the newer German boards which have come on the market. The emulator is still housed in its own box and comes complete with a megabyte of RAM, so again multi-tasking is fully

supported. The unit comes in two configurations: 12 MHz (Norton factor 12) and 16MHz (Norton factor 15). Since the Supercharger sits in its own box, space has been left for PC cards to be fitted. Thus VGA (high-res) boards, serial ports, parallel ports, game ports, graphic boards and hard disk drivers can all be fitted later on. Price of the unit is £528 for the 12MHz version and £582 for the 16MHz. Both versions of Supercharger are available from Condor Trading Ltd, 6 Bacchus House, Calleva Park, Aldermaston, Berks, RG7 4QW, ☎ 0734 810066.

STF Rating – 92%

PC Ditto

This was a software-based PC solution and one of the first emulators available for the ST. It slid into obscurity as the first hardware emulators appeared, and was quickly forgotten because it



ATARI ST BOOKLIST

3D Graphics Programming.....	Abacus 18.45
6800 Assembly Lang. Prog.....	McGraw 21.45
Applications Guide in C.....	Compute 19.45
ST Basic Sourcebook & Tutorial.....	Atari 9.50
Disk Drives Inside and Out.....	Abacus 18.45
From ST Basic to C.....	Abacus 17.95
Game Makers Manual.....	Sigma 12.45
GFA Basic v3 Development + disk.....	Glen 17.95
Guide to Calamus DTP.....	19.95
Introducing ST Machine Code.....	ZZSoft 21.00
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Programming the 6800.....	Sybase 23.95
Get The Most From Your ST.....	Fut.Pub 9.95
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Tech' Reference Guide vol 2.....	Compute 19.45
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Your Second Manual to the ST.....	14.95

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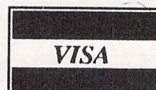
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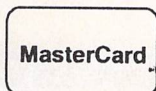
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was slow, expensive and not terribly reliable. If you manage to pick it up cheaply, its chief use would be moving PC files around on disk; you certainly couldn't play a game on it.

STF Rating – 35%

ATonce

This German board was released onto the British market in the summer of 1990. ATonce is a 16-bit 80286 emulator which comes with a Norton factor speed rating of 6.7. The unit sits inside your ST's casing, which means that on some versions of the ST you have to solder the 80286 chip in place – though Silica, the distributors of the board, can fit it for you if required.

The system comes with emulation for CGA, Hercules, Toshiba T3100 and Olivetti modes and supports sound in all these cases. The major drawback with the unit is that the emulator uses the ST's memory, making multi-tasking impossible. However, the software is superb – easily configurable and very comprehensive. Silica have just launched an updated board called **ATonce**

STF Rating – 85%

PC Speed

This cheap emulation board is based on an NEC V30 central processing chip. It supports floppy and hard drives, as well as the PC mouse. The software emulates CGA mono and colour, Hercules and Olivetti screen resolutions. Run the emulator with a 1MByte ST and you have 640K of memory to play with – a very standard PC memory configuration.

At £99, the PC Speed board is a very cheap entry into PC emulation, but it should be noted that the board isn't terribly quick. If you use PC software at work, don't expect similar speeds from the board.

STF Rating – 74%

MACINTOSH EMULATORS

The Apple Mac has become a popular business machine over the last four years. Its success lies in the idiot-proof desktop all Macs boast. Software available for the Mac tends towards DTP and word-processing – it certainly isn't a games machine.

The Mac's funny drive speeds and quirky system software make it a very difficult machine to emulate – so difficult in fact that there's only one ST Mac emulation package available. That package is produced in the Mac's home country, America.

Spectre GCR



This popular emulator was created by American genius Dave Small. He originally created a Mac emulator called Magic Sac which suffered from compatibility problems and the inability to read Mac disks. Consequently Dave created Spectre GCR, a Mac emulator which could run all software and read Mac disks. The actual GCR hardware has changed little over the four years of its existence,

but the system software has gone through some major transformations. The current system is version three – fully capable of running everything up to Mac system 6 and more current Mac software than early Macs are able to run. This is all possible because the emulator includes actual Mac system ROMs.

In operation the Mac emulator is extremely fast – in fact with v3 of the system software you can outrun a Mac Plus. What's more, a Turbo SCSI option has been included, meaning your hard drive can outrun any Mac hard drive.

One thing should be noted: Mac applications are very memory intensive. Run the emulator off a 1MByte ST and you're left with only 832K of Mac memory space. This is enough to run programs such as *Microsoft Word*, but you aren't able to edit very large documents.

Applications such as *Quark Xpress* DTP are completely impossible on such a small memory size. You also find that your computer is more liable to crash with this memory size. The minimum memory size you should consider workable under Spectre GCR is 2MBytes.

You may also experience some problems with reading and writing to Mac disks. The ST gives its floppy drives something of a bashing and operates them in a completely different way

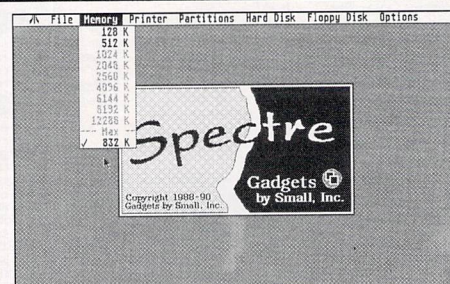
AT Speed C16

In common with ATonce, the AT Speed board has recently been updated to a full 16MHz version. You may still be able to get hold of the older AT Speed board, but you're far better plumping for the C16 model. The board supports all screen resolutions right up to VGA and offers 640K of free RAM on a 1MByte ST.

The board is built around an 80286 processor – the standard PC AT chip. Additionally the emulator has room for an 80287 maths co-processor chip, and fitting one of those would drastically improve speed of use on memory intensive programs such as CAD packages. C16 comes complete with DR-DOS version 5, which is a vast improvement on MS-DOS, in terms of both documentation and speed.

AT Speed costs £149 and AT Speed C16 costs £249 (maths chip an extra £89). All the "Speed" boards are available from Compo Software Ltd, 7 Vinegar Hill, Alconbury Weston, Huntingdon, Cambs, ☎ 0480 891819.

STF Rating – 82%



■ Spectre GCR can turn your machine into a Mac, but how many ST owners do you know who've got 12.5MBytes to play around with? Obviously it's true about the Americans doing everything bigger

to the Mac. Dave Small also optimised floppy disk usage – they run eight times faster on an ST – so if the heads on your drive aren't correctly aligned and the pot inside the GCR is set wrongly you experience all sorts of problems.

Spectre GCR is available in this country from a few distributors, but we recommend Ladbroke Computing, 33 Ormskirk Road, Preston, Lancashire, PR1 2QP, ☎ 0772 203166. Price depends on whether or not you can get hold of the Apple ROMs yourself. It costs £409.99 with the ROMs and £290 without.

STF Rating – 94%

PUBLIC DOMAIN EMULATORS

If you've been into computing for some time, chances are you own at least one machine that might once have been the toast of the computer press but is now being flogged for £5 (with the original packaging) down the local auction house. The really annoying thing is that within the two months your machine was in vogue you amassed hundreds of really useful programs you just can't bring yourself to throw out. Sentiment is like that.

If your old machine was a particularly ignominious steam-powered contraption, with less RAM than a digital watch, then the first place to start looking for an emulator to run those programs is in the Public Domain. And for our PD library directory, look to page 87.

6502

This program emulates a 6502 processor – the CPU used in the BBC home micro. With this program, therefore, you should in theory be able to knock up some BBC games or type in some old BBC assembly listings. There are only 256 commands on the entire chip-set, so it's also an easy way of learning assembly programming.

STF Rating – 67%

Apple II

Here's a micro which has been kicking around for nearly a decade. The Apple IIs were the predecessors of the Macintosh, although the best thing about them was the keyboard and the best computerised pinball game ever designed. This however is only an Apple BASIC emulator. The documentation is good, but the actual BASIC was

```
>CAT
Current drive A: ( B: )
Cataloguing drive A: ( B: )
Cataloguing directory "BBC_EMUL"

DEMO5 . PRG B SHOWDEMO . B
BBS . PRG B BOOT . EXE
DESKTOP . INF B SIDS . EXT
DEMO8 . PRG B DEMO1 . EXT
DEMO2 . PRG B

>LIST
MODE 7
20PRINT "Mode seven graphics test"
3000 151,32,221
40FOR A=160 TO 191:VDU A:NEXT
50PRINT
60VDU 151,32,221
70FOR A=224 TO 255:VDU A:NEXT
80PRINT
90VDU 154,151,221
100FOR A=160 TO 191:VDU A:NEXT
110PRINT
120VDU 154,151,221
130FOR A=224 TO 255:VDU A:NEXT
140PRINT "Graphics test complete"
150A=INKEY(8000)
>
```

■ Little known fact: the BBC micro had such huge type because 80% of the owners were short-sighted!

never much cop. Not really worth the £3. Boo, no pinball.

STF Rating – 52%

BBC

This program was written some time ago by Atari themselves to combat the seriously mistaken

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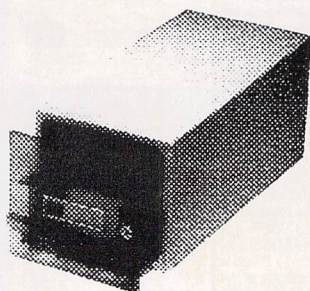
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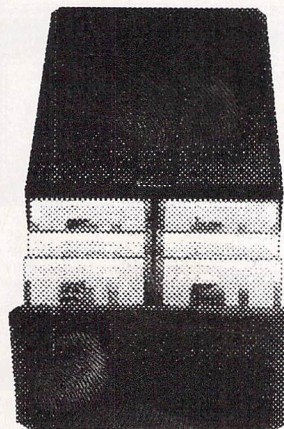
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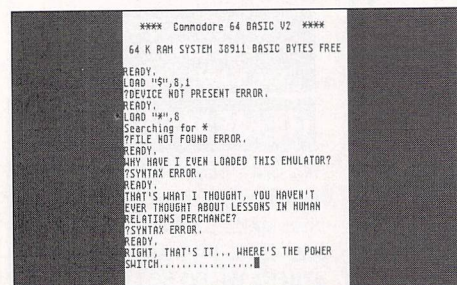
perception that the BBC computer was the only choice for schools. Silica Systems bought the program and finally released it into the Public Domain. The emulator itself is fully featured. You can type BBC listings straight in and get programs running. The actual BASIC was one of the best ever written, so it's an excellent way of learning the syntax.

STF Rating – 80%

Commodore 64

Another BASIC emulator – although in this case it hardly seems worth bothering: the 64 had one of the worst BASICs ever conceived. Still, if you're feeling like a nostalgic wander through dreadful syntax and an unfriendly error trapping system, then give it a bash.

STF Rating – 45%



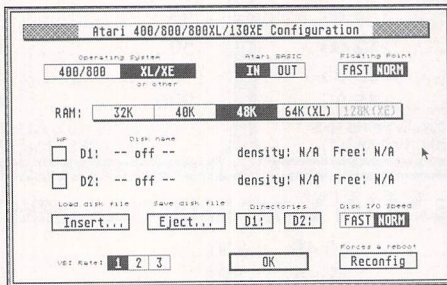
■ Sure, but I never, ever, ever liked this C64 BASIC anyway. It's got all the style and grace of a goldfish in a blender. I mean, the C64 was great if all you wanted to do was play games, but if you ever tried using that dreadful plastic keyboard you'd end up wishing you had even your old ZX-81 back

XL Emulator

Long before the ST was ever conceived, Atari produced a range of 8-bit machines called 400/800 XL and XE. Even though they were quite sophisticated and had superb graphics for the time, they never really took off. Maybe it was their dreadful membrane keyboards... Anyhow, now you can relive those glory days with this professionally written PD program.

Virtual disk drives containing games and programs can be loaded into memory before you enter emulation mode and then recalled at the appropriate moment. This means you can install your favourite programs before you start emulating. Included on the disk is an 8-bit convertor program, meaning you can zap your old 800XE programs onto ST disk. An excellent emulator.

STF Rating – 88%



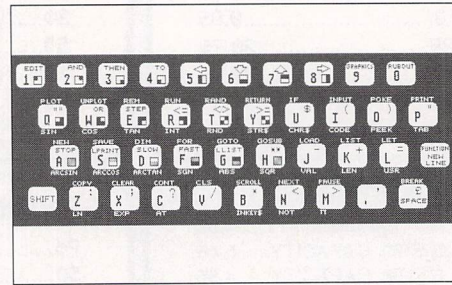
■ In the beginning – long before the ST, even before there was Filthy the Dog and the adventures of Moomintroll in baguette land – this was the kind of setup you'd have to put up with if you wanted to buy Atari. Still, when you look at the Desktop you wonder just how much has really changed. Tschkl

ZX-81

I kid you not. Here's the emulator that everyone's been crying out for. The ZX-81 was the small black box with a membrane keyboard and 1K of on-board memory which dragged the computer off the sci-fi film set and into the home. In fact the early '80s were the start of the bedroom joystick waggling sessions, which nearly ruined league football. Now the computer that started it all has been lovingly recreated on the ST, except that there's no RAM pack wobble simulator.

The old ZX keyboard has been fully emulated, so you have to get used to its – er, little ways, like hitting just a single key to perform a function. Fortunately, though, you can load programs in off disk via the familiar ST chooser. Memory lane awaits you – check it out.

STF Rating – 86%



■ Ooooo, it takes me back, you know, this ZX-81 emulator. I remember the days when we only had 1K to play with, a keyboard that felt like soggy PVC, massively unreliable tape-loads and the kind of user-friendliness that turned thousands into techno-haters – all that and change from a shilling, by gum

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Datamap Collection 1	POA
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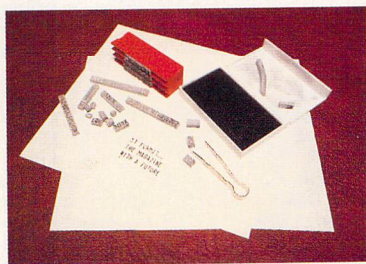
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Looking good on



The most essential hardware accessory for your ST is a reliable printer, but choosing the right one can be a daunting task. Until recently there were only two affordable choices – a dot matrix or a daisywheel – but that has all changed. The price of laser printers and the new breed of inkjet printers has fallen so rapidly that suddenly daisywheel printers have virtually become extinct, even though they do produce first rate output. Humble dot matrix printers are still around, but

as the lasers and inkjets get cheaper their days could also be numbered. With so many different kinds of printer, dozens of makes on the market, and each manufacturer producing many models, there are hundreds to choose between. To help you find the right printer for your needs, this special *FORMAT* feature examines all the leading machines. What's more, we tell you all you need to know about printer drivers, colour printing and what ST software gets the best results. It's all here, so read on!

9-PIN DOT MATRIX PRINTERS

These are the most widely used printers because they are cheap, simple and very versatile. They produce text or graphics on paper by the impact of a row of nine tiny pins onto an inked ribbon, much the same as their fore-runner the typewriter. This means they are ideal for making carbon copies or using with pressure-sensitive paper for invoices and the like. It also means, however, that these are the noisiest machines. In "draft" mode you can see the separate dots that make up each character, but this doesn't matter for purposes like printing address labels or program listings. In "near letter quality" (NLQ) the print head makes a second pass over the line, filling in between the dots and giving an impression of typed text. NLQ printing therefore takes longer but looks better.



Epson LX 400

£140 Epson UK Ltd ☎ 0442 61144

This is the bottom of the Epson range, and can be picked up for around £140. You can't go wrong with the Epson name, the manual is good and the printer nicely matches the Atari colour scheme. But it's nothing to get excited about, lacks proportional spacing (the ability to give a "w" more space than an "i") and when it's printing has one of the noisiest screeches you're ever going to hear.

FORMAT RATINGS

Features	60%
Speed	70%
Ease of Use	70%
Results	75%
FORMAT VALUE	75%

Brother M 1309

£280 Brother ☎ 061 330 6531

One of the most expensive 9-pin printers, and also the most highly specified, with stylish design, easy font selection and a wide range of emulations. But printed output is arguably no better than the cheaper Panasonic, so you must decide if the extra features are worth the considerable price difference.

FORMAT RATINGS

Features	80%
Speed	75%
Ease of Use	80%
Results	80%
FORMAT VALUE	78%



Whatever you use your ST for – word processing, graphics, desktop publishing – sooner or later you'll want to get those masterpieces you've created off the screen and onto paper. Peter Crush surveys all the best printers for the ST and helps you choose which one is right for you

paper



Panasonic KX-P1081

£240 Panasonic UK ☎ 0344 853915

This very simple to use printer is a good all-round performer despite what appears to be a poor range of features. And at just under the £135 mark in the shops, it's the budget buy of the group. The snap-in endless cartridge ribbon gives about the most solid black you can see on any dot matrix printer.

FORMAT RATINGS

Features	70%
Speed	70%
Ease of Use	85%
Results	80%
FORMAT VALUE	85%

TESTING, TESTING

To find out just how good the review machines actually are, we carried out these tests. First, we printed a page of text in "draft quality" using the popular word processor *Protext* and noted how long the printout took. Next we printed out the same page in better but slower "near letter quality," again measuring the speed, then assessed the printed appearance of the NLQ text. The same A4 page (60 lines) of text was used on each printer, and included were not only normal text but **Bold**, Underlined, *Italic*, Condensed, Enlarged, Superscript and Subscript text. Not all printers can perform all these tricks, but most can do at least some of them. The noise level of the machines was assessed both by ear and with a sound level meter. To check out their graphics capabilities, we printed a *PageStream* DTP document – a mock-up of an imaginary newspaper from 1938 – and compared the time taken and the quality of the result. Finally, we assessed the design, construction and general user-friendliness of the printers – and of course the price!

Star LC10

£233 Star UK ☎ 0494 471111

Not the latest machine in the Star range, but still popular and capable. Shop around and you can find it at a "bargain basement" price. Offering four fonts and both IBM and Epson emulation, it is well specified, and print quality is most acceptable. A colour version is also available. Versatile paper handling and user-friendliness make this a good choice.

FORMAT RATINGS

Features	80%
Speed	75%
Ease of Use	87%
Results	80%
FORMAT VALUE	88%

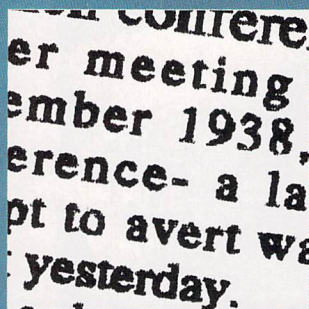
MAKING THE RIGHT CONNECTIONS

Most printers plug into the Centronics or parallel port on the rear of the ST, labelled "Printer." Some have both parallel and serial interfaces, and can be plugged into the ST's serial port, labelled "Modem," but of course you can't then plug in your modem as well. A printer lead is not normally supplied in the box when you buy a printer, though some dealers do throw one in. If you have to buy your own, it is sometimes cheaper to ask for an IBM parallel printer lead. These are exactly the same as Atari leads – 25-pin parallel printer cables.

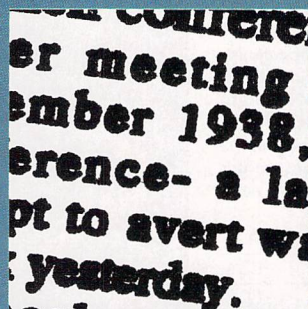
The exception to all this is the Atari Laser printer (reviewed on page 102), which uses a completely non-standard lead called a DMA (Direct Memory Access) connector and plugs into the port labelled "Hard Disk" on the rear of the ST. This special DMA connection enables much faster printing because of the direct data transfer. However, if you intend to buy a hard drive, make sure it has a DMA through port or you can't connect up the Atari Laser printer at the same time.

9-PIN OUTPUT FOR STARTERS

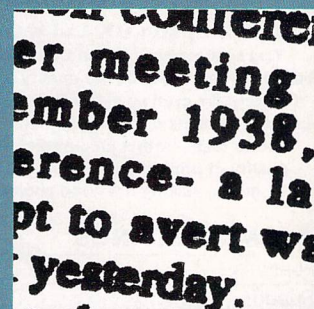
In this test of the graphics features on the 9-pins you can see that the Epson has the poorest output. It's not dark enough and the curves aren't particularly smooth. By comparison, the Panasonic produces very dark print even in draft mode but the edges are blurred. In Near Letter Quality mode (NLQ), however, this problem is cured. The Brother produces the best output – even the "1938" in the printout is clearly decipherable



EPSON LX 400



PANASONIC KX-P1081



BROTHER M1309

24-PIN DOT MATRIX PRINTERS

These work in the same way as 9-pin printers and do everything they can do, but they have 24 pins in their print heads, each of a smaller diameter than those in 9-pin printers. This gives finer, more accurate output – 24-pin printers in draft mode often produce better quality than a 9-pin printer's best mode. The result when you're printing graphics from (say) DTP programs is much better, producing less jagged edges on large headline text, for example. 24-pin printers used to be much more expensive than the 9-pin variety, but there is not such a price gap now. They are barely any bigger, and tend to be more refined, quieter, and better featured than the 9-pin machines. If you decide that a dot matrix printer is the one for you, go for the 24-pin version if you possibly can.



Brother M1324

£378 Brother ☎ 061 330 6531

The second dearest 24-pin on test at about £247 in the shops. It offers eight fonts – the most in this group – with Shadow and Outline enhancements also available for the text. This machine produces excellent graphics output, bettered only by the much pricier Citizen ProDot 24.

FORMAT RATINGS

Features	85%
Speed	82%
Ease of Use	80%
Results	85%
FORMAT VALUE	85%



Panasonic KX-P1123

£311 Panasonic UK ☎ 0344 853915

Available in the shops for about £185, this is the best buy in the 24-pin group and gives pretty good all-round performance. This new model is fairly quiet and is self contained, with no bits and pieces to assemble like most of the others reviewed. Modern styling and design make this an attractive option.

FORMAT RATINGS

Features	80%
Speed	80%
Ease of Use	80%
Results	85%
FORMAT VALUE	90%

Citizen ProDot 24

£703 Citizen ☎ 0895 72627

This may be beyond the reach of many home users, being targetted at the professional/business market, but it's a superb machine. It incorporates many advanced features, like a non-volatile memory which enables you to store downloaded fonts and logos. The extra options like an auto sheet feeder and a colour conversion kit are not too expensive.

FORMAT RATINGS

Features	95%
Speed	92%
Ease of Use	89%
Results	90%
FORMAT VALUE	87%



Epson LQ 400

£203 Epson UK Ltd ☎ 0442 61144

Very similar to the Epson LX 400 in appearance, but with a very much better quality of print. Unfortunately, it's even noisier than the LX 400, and to use single sheets of paper you have to remove the tractor feed – rather inconvenient. However, the quality of printed text is clearly the best of this group, making it a good choice for WP work.

FORMAT RATINGS

Features	65%
Speed	80%
Ease of Use	70%
Results	85%
FORMAT VALUE	85%

24-PINS: GETTING BETTER

These sample *PageStream* DTP print-outs were created using the graphics features of the 24-pin printers. Clarity is generally good, but you can see that the Brother produces smoother curves. However, it tends to blur around the edges. The Panasonic succeeds in looking very black without any blurring.

Letenland
Czechoslovakian Su
ea of over 1100 sq
sting on the borde
nd Austria, will no
f the third Reich
Hitler, 49, Chancel
193

EPSON LQ 400

Letenland
Czechoslovakian Su
ea of over 1100 sq
sting on the borde
nd Austria, will no
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Hitler, 49, Chancel
193

PANASONIC KX-P1123

Letenland
Czechoslovakian Su
ea of over 1100 sq
sting on the borde
nd Austria, will no
f the third Reich
Hitler, 49, Chancel
193

BROTHER M1324

INKJET PRINTERS

Inkjet printers make their mark by squirting little blobs of ink onto the paper from a large number of tiny nozzles in the print-head. Although it sounds unlikely, this method works extremely well – and it's very quiet. The Canon Bubblejet machines have 64 jets, giving a resolution of 360 dots per inch (dpi) – better than the 300 dpi of a laser printer or the Hewlett Packard DeskJets. Expect to see new inkjet printers from other manufacturers quite soon. Laser printers are still reckoned to give the best output quality, but the gap between these and the latest inkjets is very small indeed, even though laser printers cost over twice as much. The disadvantages are that inkjets can only print one page at a time (no impact on the page means no carbon or pressure-sensitive paper copies) and they can be slow on graphics. But their cheapness, convenience and quality more than make up for this.



Canon Bubblejet BJ 10e

£405 Canon UK ☎ 081 773 3173

Not only the cheapest at under £270 in the shops, but also one of the most innovative and exciting printers on the market. Its compactness and portability make it unique. It boasts very fast printing – comparable to dot matrix speed – on text. A friendly little machine with no problems on the hardware. Splendid printing, with solid blacks and no noise – a pleasure to use. Laser printing quality at a price you can afford!

FORMAT RATINGS

Features	95%
Speed	90%
Ease of Use	85%
Results	90%
FORMAT VALUE	90%

WHAT'S A PRINTER DRIVER ANYWAY?

A printer driver is simply a little piece of software code that enables a particular program to talk to or "drive" a particular printer. Any "serious" program usually includes a whole range of printer drivers, so you can simply select the printer you're using. With well-supported software, extra printer drivers are often made available when a new model of printer comes out. Each printer driver works only with the program it's designed for, but some drivers work for more than one printer. Any Epson 9-pin driver supplied with a program should be okay to drive any printer that is Epson-compatible or can "emulate" an Epson, even another make. But a driver for a 24-pin colour printer, say, is no good for a 9-pin printer.

Getting hold of the right driver for Public Domain word processors like *1st Word* or *ST Writer Elite* means searching the PD catalogues. South West Software Library's Disk 325 has some 40 drivers for *1st Word* – they even offer to create a *1st Word* driver for an obscure printer as long as you have its manual. Disk 1461 includes *FlexiJet*, which enables you to print out *Degas* PI3 pics on a Hewlett Packard DeskJet or LaserJet, and Disk 1571 is packed with drivers and utilities for the DeskJet 500. Another excellent source of drivers for PD and commercial programs is the ST Club, whose Disk DMG.23 contains several *Degas* drivers for a number of colour printers. For full catalogues, contact the South West Software Library, PO Box 562, Wimbourne, Dorset BH21 2YD, or the ST Club, 49 Stoney St, Nottingham, NG1 1LX.

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Epson SQ 850

£903 Epson UK Ltd ☎ 0442 61144

A solid, well-built machine with a heavy price, but often discounted to about £550. More like a conventional printer in appearance than the other inkjets on test, but not up to their very high standards of output. Very fast text printing, with ten different fonts, but the output looks a bit spidery. A bit bulky for home use, but it's nice and quiet and could be ideal for a small office.

FORMAT RATINGS

Features	80%
Speed	95%
Ease of Use	85%
Results	75%
FORMAT VALUE	73%

Hewlett Packard DeskJet 500

£586 Hewlett Packard ☎ 0344 369369

This latest in the DeskJet series is probably the most sensible inkjet buy for heavier use, and it's not too pricey at about £380 from the discount suppliers. It's bigger and sturdier than the Canon BJ 10e, but about equal in print quality. The HP DeskJet machines are generally better supported by ST software, and the inbuilt auto sheet feeding tray is a bonus – it costs about £50 extra to fit one to the Canon BJ 10e.

FORMAT RATINGS

Features	95%
Speed	90%
Ease of Use	87%
Results	90%
FORMAT VALUE	90%



LASER PRINTERS

These produce the best quality – but at a price. They're now half what they were two years ago, but still cost a grand or so. Laser printers work much like photocopiers. A laser beam scans an image onto a drum, and black toner powder is then attracted electrostatically onto the drum. Paper with an opposite static charge is rolled over the drum, picking up the image, then heated to fuse the toner in place. Lasers are fast at printing text but not as fast as you might imagine on graphics. Maintenance costs are high: a new dot matrix printer ribbon or inkjet cartridge is only a few quid, but laser toner, developer and new drums (needed from time to time) are not cheap. Lasers are fairly quiet, but have a low constant fan noise whether printing or not.



Hewlett Packard Laserjet 3P

£1,291 Hewlett Packard ☎ 0344 369369

An exciting new machine with HP's Resolution Enhancement Technology (RET). This uses smaller than usual dots around the outside of parts of the image being printed, thus smoothing out the curves. It achieves this in its internal memory, independent of the program you are using. Output looks finely detailed, giving clearly the best printed results. Although it comes with 1MByte of RAM on-board, you may find that you need more: using RET, it could not quite cope with the *PageStream* test page. However, you can turn the RET facility off for normal printing, which is still excellent quality. Very easy to use, and extremely compact in size – a little beauty!

FORMAT RATINGS

Features	95%
Speed	85%
Ease of Use	90%
Results	95%
FORMAT VALUE	91%



Atari SLM 605

£1,056 Atari UK ☎ 0753 33344

Tested running on a TT with hard drive (thanks to Silica Shop, London), this laser displayed speed that knocks the others for six, taking only 25 seconds to print a page of *Protext!* Print quality is excellent, and this is one of the cheapest laser printers – but it ought to be: it relies on the ST's memory to control it, rather than having in-board RAM like the other makes. This also means you need at least 2MByte of RAM to use it, and unlike the other lasers it works only with STs/TTs.

FORMAT RATINGS

Features	90%
Speed	99%
Ease of Use	90%
Results	90%
FORMAT VALUE	89%

Brother HL4

£1,291 Brother ☎ 061 330 6531

This compact and attractive laser printer comes from Brother, who made their reputation with a deservedly respected range of typewriters and office equipment. One particular advantage is its good range of emulations: in particular, because it can pretend to be a Hewlett Packard Laserjet 2, the widely used predecessor of the Laserjet 3P above, it's compatible with most laser printer drivers. Print quality is equal to that of the Atari SLM 605, but it is not as fast, especially on graphics.

FORMAT RATINGS

Features	90%
Speed	90%
Ease of Use	90%
Results	90%
FORMAT VALUE	89%

Panasonic KX-P4420

£1,404 Panasonic UK ☎ 0344 853915

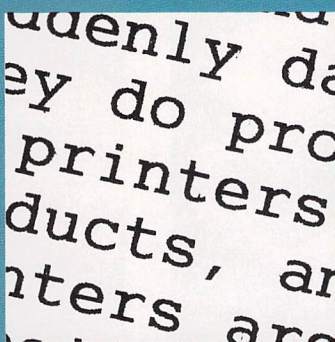
The biggest and most expensive laser on test, this would be more at home in the office. Although the printed results are very good and it offers good speed and range of fonts, general user unfriendliness lets it down.

FORMAT RATINGS

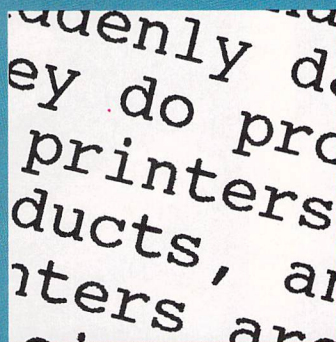
Features	90%
Speed	92%
Ease of Use	75%
Results	90%
FORMAT VALUE	80%

INKJET PRINTOUTS

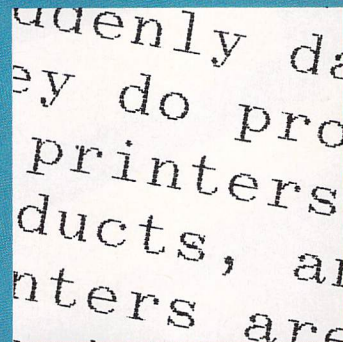
Here you can see a test of the letter-quality (LQ) print mode available on the inkjets. The Epson was the fastest printer but the output is exceptionally poor. The Canon, by comparison, comes up with superb clear lines. The Hewlett Packard has comparable output quality and has the added advantage of being quite a bit faster than the Canon.



CANON BUBBLEJET BJ 10E



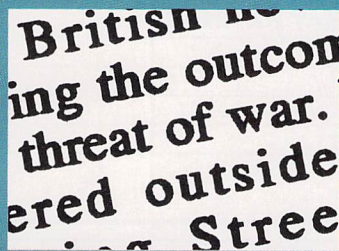
HEWLETT PACKARD DESKJET 500



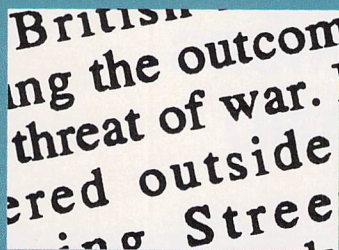
EPSON SQ 850

LASER-QUALITY OUTPUT

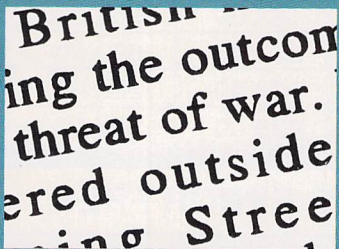
Lasers are intended for DTP graphics work and here you can see them at their best. All of them produce crisp, dark print – as long as the toner is fresh. The Hewlett Packard seems more successful at creating smooth curves but it's also the slowest of the bunch.



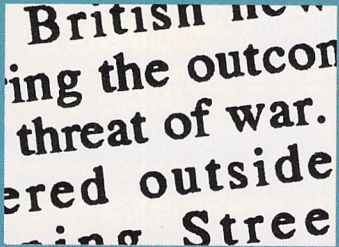
ATARI SLM 605



BROTHER HL4



HEWLETT PACKARD LASERJET 3P



PANASONIC KX-P4420

COLOUR PRINTERS

Many ST art programs and some DTP packages (like *PageStream*) support colour printing. So do some WP programs – but be prepared to read your manuals and experiment to accomplish this!

Colour printing is possible with either dot matrix or inkjet methods. Colour dot matrix printers use a special four-colour ribbon instead of a plain black ribbon, mounted in a cartridge controlled by a small electric motor which raises and lowers the cartridge so the correct colour (Red, Yellow, Blue or Black) is under the print-head. By overprinting the basic colours, a wide range of colours can be obtained. Some printers come equipped with colour as standard; some others you convert to colour with an add-on kit including the motorised control and colour ribbon. Most dot matrix printers are mono only, so if you think you might want colour at a future date check that colour conversion is an option.

Inkjet colour printers work much the same way, by mixing just four basic shades. Using coloured inks instead of inked ribbons makes the colours more vivid, and a greater range of colour is possible. For best results, Hewlett Packard supply a specially coated paper which prevents the ink soaking in and spreading too much.

GRAPHIC DETAIL

To print straight text from a WP program, a printer uses its own built-in fonts. This is why such text printing is pretty fast on all types of printer. But when you send a DTP page to a printer, even if most of the page is text, the ST is actually handling the whole page as a picture or graphic image. To build up this picture, thousands of little dots have to be printed on the page, whether by dot matrix, inkjet or laser machine. This can be a slow process, even on a laser, because the ST has to compute the details of the image in memory and then send it down the lead in stages to the printer. The more dots per inch (dpi) the printer is capable of, the better the quality of the picture you get. This is why laser printers with their 300 dpi resolution produce the most finely detailed images. Some dot matrix printers can print at 360 dpi – but because they print by striking the paper through a ribbon each dot is not as black and has fuzzy edges, producing a much coarser image. Inkjet printers equal lasers for resolution – in fact the Canon Bubblejet machines, with their 360 dpi, theoretically beat them – but many DTP programs, including the current version of *PageStream*, lack a Bubblejet printer driver. More should become available, however, as inkjets grow in popularity – *PageStream* version 2, due soon (see News, issue 23), promises Bubblejet support.



Star LC 200

£304 Star UK ☎ 0494 471111

From the popular Star range comes this budget priced printer with the colour option built in. You can use a plain black ribbon cartridge to print text or slot in the four colour one – both are supplied. The styling is futuristic, the design good and the paper handling exceptional. The control panel is simple and logical. A very good all-rounder at an affordable price.

FORMAT RATINGS

Features	95%
Speed	90%
Ease of Use	90%
Results	85%
FORMAT VALUE	89%



Citizen Swift 24

£433 Citizen ☎ 0895 72627

At the same price as the Star 24-pin colour printer, this machine produces the best output of both text and graphics, but you may have to pay extra for the colour kit (advertised at around £60). It boasts an impressive maximum resolution of 360 x 360 dpi, depending on the software you use, but the control panel switches are confusing and getting it to print in colour is difficult. The manual is not much help either. Good specification but not as useable as the other colour 24-pin printers.

FORMAT RATINGS

Features	90%
Speed	90%
Ease of Use	70%
Results	89%
FORMAT VALUE	75%



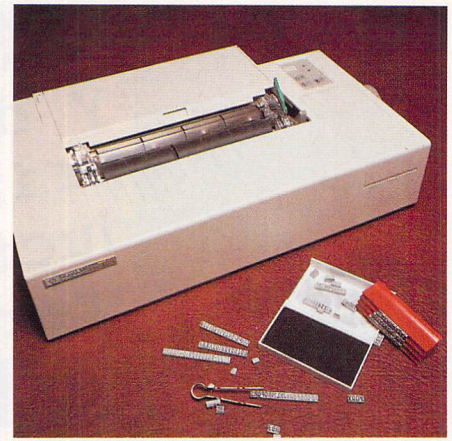
Star LC24 200 Colour

£433 Star UK ☎ 0494 471111

The 24-pin version of the LC 200. The print quality is good but not that much better, which shows how good the LC 200 is. It shares all the virtues of its little brother like a good range of emulations, electronic DIP switches and a good standard of design – go to pick it up and you find little recesses helpfully built in! It's less noisy too, with a special "quiet mode" that's reasonably effective, though it does slow down the printing a little. For all this, it's still a bit on the pricey side.

FORMAT RATINGS

Features	95%
Speed	90%
Ease of Use	90%
Results	88%
FORMAT VALUE	80%



Hewlett Packard Paintjet

£1,169 Hewlett Packard ☎ 0344 369369

An unusual and specialised printer, widely used in the PC market for the production of high quality colour graphics. It has two cartridges, one for the black ink and one containing three print-heads for the other three colours. Not much ST software really takes advantage of its capabilities, but perhaps this will change with the TT. It is the quietest machine tested, and at 180x180 dpi the text quality is good, but output is not very black. With the advent of colour DTP on the ST, it could come into favour.

FORMAT RATINGS

Features	85%
Speed	92%
Ease of Use	90%
Results	89%
FORMAT VALUE	80%

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5 1/4" DS/DD 96/48 TPI	£	11.00	18.00	28.00	51.00	122.00	225.00
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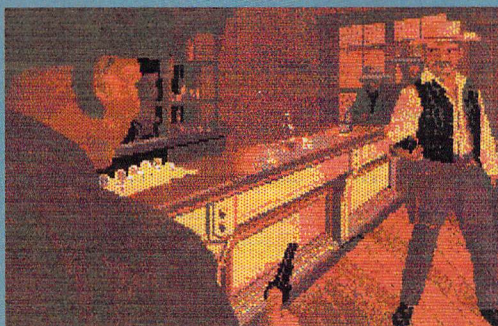
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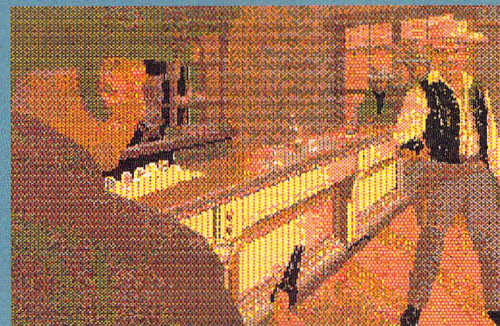
UNBRANDED DISKS AT SAME PRICES

COLOUR COMPARISON

Both of these colour dumps were achieved using 9-pin colour printers. The colour shades are wildly out for the Citizen, while the Star printer provides a more realistic colour impression. Both these dumps were created using *Flexidump*, a version of which is yours free on this month's Cover Disk (see Disk pages, beginning page 38)



STAR LC-200



CITIZEN SWIFT 9

Citizen Swift 9

£280 Citizen ☎ 0895 72627

Providing competition for Star LC 200 is this new model 9-pin offering colour via a plug-in upgrade kit – usually about £35, but some dealers are including it free. The general text quality is on a par with the Star LC 200's, but its colour output is not quite so good. A little noisy, but switching and paper handling are good, and it's pretty fast on text. Available at discount prices.

FORMAT RATINGS

Features	89%
Speed	90%
Ease of Use	88%
Results	85%
FORMAT VALUE	87%

■ Although the Hewlett Packard DeskJet printers are mono only, third party suppliers are now offering colour ink cartridges, and if you have a program that supports "colour separation" printing (like *PageStream*) you can print one colour, change the cartridge and put the same sheet of paper through again to print the next colour. A little time-consuming, but the results are very good indeed. For further details on colour and ordinary black refills for DeskJet cartridges, contact Hartley Wintney Systems Ltd ☎ 0251 264246 or System Insight ☎ 0707 276913.

THE BEST CHOICE?

However much you read about printers, there is no substitute for seeing – and hearing! – them for yourself. The Canon BJ 10e and Hewlett Packard DeskJet 500 inkjet printers both earn *FORMAT* Golds, and HP's Laserjet 3P wins a Gold in the lasers. The HP Laserjet qualifies as **Best Overall Buy**: there is nothing to touch it for quality of output – the most important consideration if you're buying a laser printer. The **Best Budget Buy** has to be the Canon BJ 10e – it offers near laser quality for well under £300. A final word on prices: those quoted are "official" recommended prices, but if you look through the pages of *ST FORMAT* you may well find them for much less. Good hunting! **stf**

20 TOP PRINTERS COMPARED – THE DETAILS AT A GLANCE

Printer	Price	Contact	Fonts	Buffer	Noise	Print speed (cps)	Print Time Protexit	Print Time PageStream	STF Rating
				(KBytes)		Draft	NLQ		
9-pin dot matrix printers									
Epson LX400	£140	0442 61144	3	3	Very Noisy	150	25	42 secs draft, 2 min 30 sec NLQ	75%
Star LC10	£233	0494 471111	4	4	Very Quiet	120	30	45 secs draft, 2 min 15 sec NLQ	88%
Panasonic KX-P1081	£240	0344 853915	2	1	Noisy	120	24	45 secs draft, 2 min 45 secs NLQ	85%
Brother M1309	£280	061 330 6531	5	8	Noisy	180	45	37 secs draft, 2 min NLQ	78%
24-pin dot matrix printers									
Epson LQ 400	£203	0442 61144	3	8	Very Noisy	150	50	42 secs draft, 1 min 25 secs NLQ	85%
Panasonic KX-P1123	£311	0344 853915	5	10	Fairly Quiet	160	53	45 secs draft, 1 min 35 secs NLQ	90%
Brother M-1324	£378	061 330 6531	8	8	Not Too Noisy	180	60	36 secs draft, 1 min 20 secs NLQ	85%
Citizen Produt 24	£703	0895 72621	7*	24	Noisy	200	66	36 secs draft, 1 min 25 secs NLQ	87%
Inkjet printers									
Canon BJ-10e	£405	081 773 3173	2	37	Very Quiet	83	83	1 min 15 secs draft & NLQ	90%
Hewlett Packard Deskjet 500	£586	0344 369369	6**	16	Quiet	240	120	35 secs draft, 50 secs NLQ	90%
Epson SQ 850	£903	0442 61144	10	8	Quiet	500	165	24 secs draft, 38 secs NLQ	73%
Laser printers									
Atari SLM 605	£1,056	0573 33344	N/A	N/A	Quiet	N/A	N/A	25 secs	89%
Brother HL-4	£1,291	061 330 6531	5	512***	Quiet	N/A	N/A	40 secs	89%
Hewlett Packard Laserjet 3P	£1,291	0344 369369	22	1,024	Quiet	N/A	N/A	43 secs	91%
Panasonic KX-P4420	£1,404	0344 853915	N/A	512	Fairly Quiet	N/A	N/A	27 secs	80%
Colour printers									
Citizen Swift 9 (9-pin)	£280	0895 72621	4	8	Noisy	160	53	40 secs draft, 2 min 25 secs NLQ	87%
Star LC200 (9-pin)	£304	0494 471111	5	16	Fairly Noisy	150	37	45 secs draft, 2 mins 8 secs NLQ	89%
Citizen Swift 24 (24-pin)	£433	0895 72621	5	8	Fairly Quiet	160	53	43 secs draft, 1 min 30 secs NLQ	75%
Star LC-24-200C (24-pin)	£433	0494 471111	6	7	Fairly Quiet	222	67	44 secs draft, 1 min 28 secs NLQ	80%
Hewlett Packard Paintjet (inkjet)	£1,169	0344 369369	1	528	Extremely Quiet	167	–	55 secs	80%

Notes: * Colour option available ** Single-colour cartridges available *** (expandable) Print speeds (quoted in characters per second) can vary, depending on the page you're printing out

THE KANDY KOLOURED TANGERINE FLAKE PICTURE STREAMLINED SHOW

It's all very well David Bowie proclaiming, "Andy Warhol looks a scream," but can he do any better? Well, yes, he probably can –

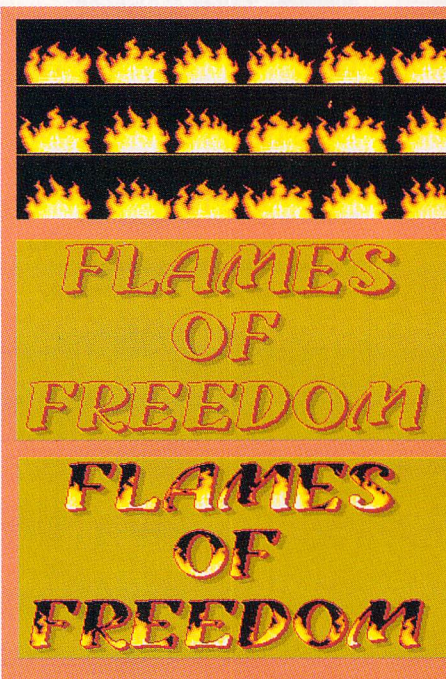


and so can you. Ed Ricketts drops the soup cans in favour of your pictures

Prepare to be amazed. Ever looked at a title screen, sniggered in contempt and thought, "I could do better than that"? Ever wondered how other people might go about drawing their pièce de résistance? Well, wonder no more, KANDY is back and ready to astound you with more fabulous ST art.

Because we only feature the best of your work, not all of the entries we receive are as polished as those seen here. But even if you're not visited by the artistic muse you can still produce respectable efforts with your ST. You can turn a scribble into something wonderful with only a few deft strokes of the mouse. Give it a go! You've nothing to lose and worldwide acclaim to gain.

We love step-by-step explanations, obviously with the accompanying pictures, of just how you went about painting your picture. Give us all the graphic details – the more the better. Then stick all the picture files onto a virus-free self-addressed disk and bung it into an envelope, along with your explanation (this can be on disk too if you like). Send it to: GALLERY, ST FORMAT, 30 Monmouth Street, Bath, Avon BA1 2BW. And don't despair if it doesn't appear immediately – a good piccy keeps forever. **stf**



HOT STUFF

Last month we took a look at some screens Maelstrom's ace graphic artist, **Andy Elkerton**, made for *MidWinter 2*. Here he explains how he used *Deluxe Paint* for the loading screen.

“It was decided to have just words rather than a loading screen picture. They had to look exciting and attractive, so as well as making them large, I added an animation of flickering flames.

❶ I drew a single flame with six frames of animation, which was then printed in the appropriate position. For variation, the flames in each letter begin animating from a different frame.

❷ After drawing each letter in line form, I added a dark red shadow for each one. I changed the background colour and made each letter cast a shadow onto it by grabbing all the words as a brush. I then made the brush a dark brown colour, turned on the STENCIL function, and displaced the brush by a few pixels.

❸ By combining the two screens I managed to create the complete loading screen picture with the minimum of effort.”

YOU CAN CALL HIM AL

£25
WINNER
STF PRIZE

Kurt Frary of Norfolk used *Deluxe Paint* to help him create this drawing of Al, a 2000 AD-style gangster.

Kurt produced this picture in three hours on and off between cups of tea. It also kept him up until 1 o'clock in the morning. Even so, he still managed to include a few helpful tips for all you would-be ST artists.

● “Choice of subject – choose something you like since this encourages you to finish it. It's no

good thinking 'I might as well draw that' when you're not interested – you either quit half way or the drawing looks bad because you rush it. I choose cartoon-style characters because I think they're more fun!

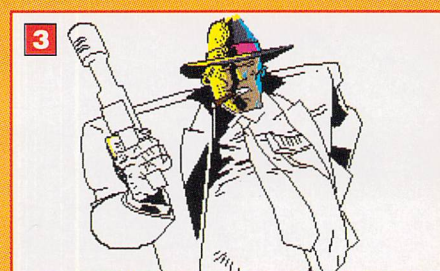
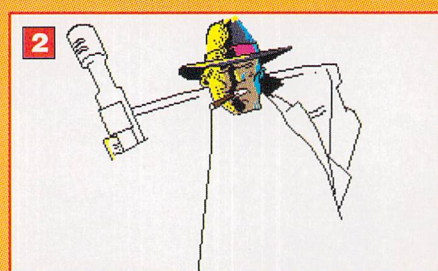
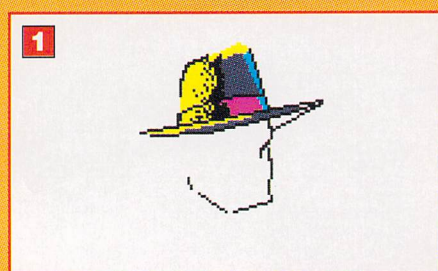
● “Keep in mind generally where on the screen you want the object finally positioned – this helps you to proportion the elements in your picture better. You don't want to draw the main object too small and find out you have lots of room left, or so huge that you can't find any-

where to put that small piece of text that you desperately wanted in your picture!

● “Take your time! If you do get problems, have a break – a coffee or a cup of tea is always a good idea.”

1. “I always start off with a small piece of the drawing – the head in this case. I find it easier because I proportion the rest of the drawing according to the first small piece.

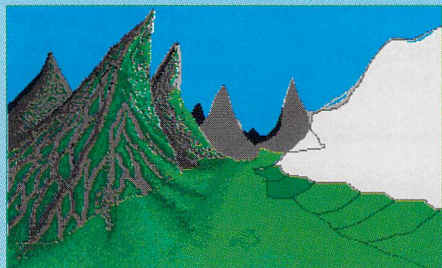
2. “I tend to add a few bits of colour to the first part of the drawing to give me some idea of what it's going to turn out like. In this case I



INTO THE VALLEY OF THE SHADOW OF THE...

Paul Sloman of **Bedford** sent in several pictures but this was the best of the lot. He says it was an experiment using the Smooth function in *Deluxe Paint* and shows how you can use simple techniques to create effective pictures.

❶ "I drew this picture mainly by using the standard Draw function. The first stage was to out-



line the mountains using a normal one pixel brush. I then segmented the mountain and filled it in with the rough colours that I wanted.

❷ "Using a large brush I did the main shape of the mountain with big strokes. Then I used a smaller brush and repeatedly did the same thing with decreasing sizes of brush until the whole



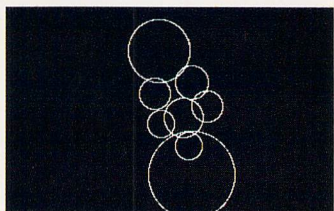
mountain looked like it was a mass of veins. I then airbrushed all over the mountain to try and get rid of the lines.

❸ "The next stage was to antialias the whole lot a few times, using an airbrush where I felt it necessary. I then changed the palette from garish greens to light greys – the effect is surprising."



MEET ENIGMATIC SIDNEY (HE'S FROM VENUS!)

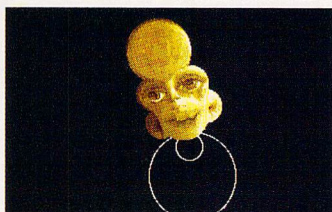
James Donnelly of **Glasgow** decided to draw something original because he says many of *KANDY*'s



pictures are copied from other sources. *KANDY* thought you'd like to see what you can still do with an old-fashioned art program like *Art Director*, even though you can't get hold of it these days. James uses it because "it's the only art package I've got." Makes sense...

❶ "First of all, as always, I had to choose a palette that would give me

a range of dark to light colours for maximum realism in the picture. 14 colours are used, including black and white, with room left for two completely contrasting colours later on. I then plotted a few basic circles to give me an idea of the area I was



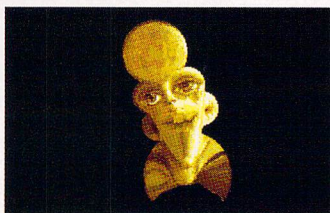
working on, with a mind to turning the circles into the alien's head.

❷ "I then enlarged the top circle and using the right side of the screen as a light source, gradually shaded from dark to light across

the circle. I then mixed the colours to give the image texture. I repeated this for each circle.

At this point I planned on using the last small circle for a neck. A good tip: you can give eyes an amazing amount of realism with a few well-placed white dots.

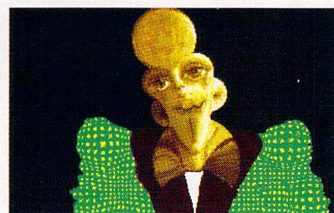
❸ "I decided against using the last circle as a neck and instead drew



an elongated chin with a neck behind it. I had originally intended the large bottom circle to be an

elaborate collar using the colours from the face.

❹ "In the finished picture the head and the collar were pasted onto an alien suit. First, I drew the suit's outline and used the Fill function to create a flat check design. I then distorted the checks using the Bulge feature – convexing and concaving where appropriate. The collar was done with the Fill function again, using horizontal brown bars. These were then smudged with the mouse to give a corduroy effect."



decided to colour in the hat and face. I then roughly drew the shoulders and the rest of the body to get the other proportions correct.

"I used the K-Line and Freehand features for this. I drew two lines as a guide to represent the outside of the gun so I knew exactly where it was going. This keeps the object you're drawing in proportion – it looks correct as long as you don't go outside these lines. Obviously this depends on how well you position the lines in the first place!

❸ "Next, I drew in some more of the body and clothing and added finer detail (including the

gun). I realised the hat wasn't quite correct so I used a slightly larger brush and touched the right hand edge up with white, erasing some of it in the process. I then continued to touch up the various colours in the hat.

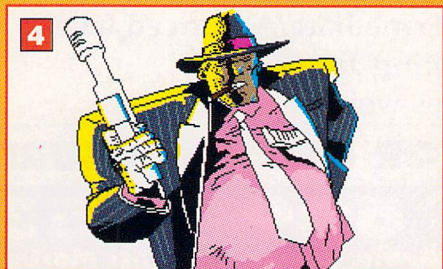
❹ "From there, I carried on by finishing the fine detail. I also began to fill in major areas of colour. The pin-stripe colour of his suit didn't look very good, so I drew it all in and then adjusted the palette colour.

❺ "The background was very simple to do. I drew half an iron beam and picked it up as a

brush. I then flipped it and dropped it down onto the screen several times. I did the same again but this time changed the colour of the iron beam and made it smaller.

❻ "Finally, to complete the whole thing, I typed in the 'kandy coloured tangerine flake streamlined picture show' text and edited it as a brush. I overlaid this on the background, picked up my drawing and then dropped that on top of the lot. Voila! Al is finished."

■ The *FORMAT* Gold winning *Deluxe Paint* (£49.99) is available from Electronic Arts ☎ 0753 549442



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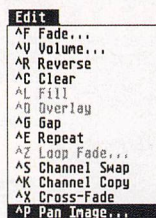
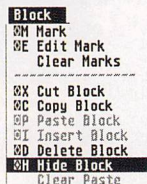
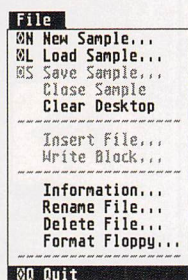


- Basic/Intermediate/Advanced levels
- Commencing June/July
- 15 colleges worldwide

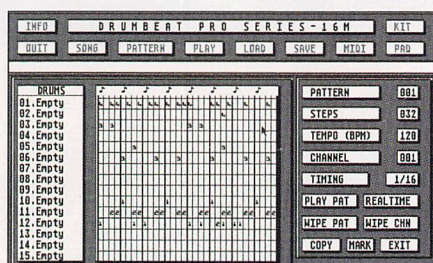
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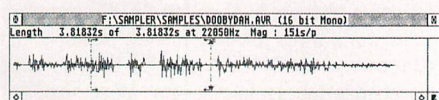
School of Audio Engineering, St. Marks
Chillingsworth Road, London N7



The true art of noise!



■ Once you've created your natty samples, you can then play them back via the drumkit editor. You can also play back the samples included with the kit. The editor enables you to create patterns and songs as well as design your own drumkits



■ Looping samples is an easy way to create drum beats. Here a loop has been placed in the middle of the sample. It's a very effective way of creating drum sounds – simply mark the two points of the desired loop and then click on the loop icon

AVR Pro-Series 16-bit Sampler

MACHINE: ALL STs (1MByte recommended)

PRICE: £350

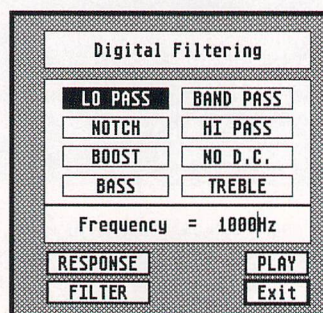
FROM: AUDIO VISUAL RESEARCH

CONTACT: 0582 457348

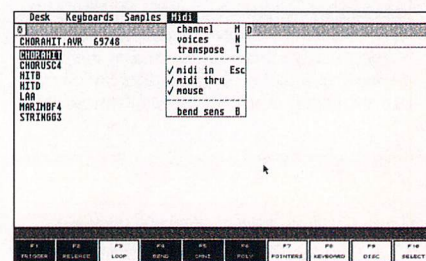
Way back in the November 1990 issue of *ST FORMAT* we reviewed AVR's Pro-Series 12 sampler and awarded it a coveted *FORMAT Gold*. Well, since then, the backroom boys at Audio Visual Research have been beaver away at the latest in the Pro-Series. Their new sampler is a 16-bit package with some brand new software. With the Pro-Series 16-bit sampler, you get five disks, a power supply, a hefty manual and some hi-fi connection leads – all in a professional looking briefcase.

The sampler simply plugs into your ST's cartridge socket. On the side are an in and out jack

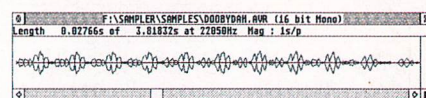
Every record company in the country wants him, but ST FORMAT's Andy Hutchinson has taken time out from the interview circuit, the cell phone and the casting couch to review a sampler fit for a star (even if he is embryonic)



■ (left) The fast filters menu includes standard high and low frequency filtering along with NO D.C. (which makes a sample sound less muffled), Boost (which increases the sample sound around a selected frequency point) and bass and treble (which boost the low and mid-range frequencies)



■ Midiplay is a nifty program which enables you to create custom keyboards that can play back polyphonic sounds. You simply load different samples into your ST's memory and then play them back from the slave MIDI keyboard. Just highlight the appropriate one in the main display



■ The zoom function enables you to view the tiniest portion of your samples. Here you can see a female vocal shown in an envelope format and magnified to the highest level. This portion of the sample represents only 20 milliseconds of time

socket, an input level switch, a power supply socket and a printer port jack extension. The most obvious difference between this cartridge and the earlier 12-bit version is the incorporation of the printer port connector. AVR included this because of the sampler's increased sound resolution.

Technically the Pro 16 is extremely sophisticated. On input it operates over-sampling 64 times, while on output it works at four times over-sampling. Two digital auto-tracking antialias filters deal with input and output frequencies, while the signal to noise ratios are an excellent 88 decibels for input and 95 decibels for output. The cartridge can sample at any of four main frequencies: 16, 22.05, 32 and 44.1 KHz, the latter being CD quality. Once in memory, you can play back these samples at any conceivable rate.

Considerable time has been spent perfecting the software for the Pro 16. There's a brand new front end editor, midiplay program and a drum-beat sequencer. The sample editor is a sophisti-

FORMAT'S ICONIC ART GALLERY OF NOISE



Copy: place the same edits in this or other samples



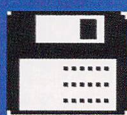
Paste: contains sample cuts for pasting



Trashcan: dispose your samples – fully recoverable as well



Cut: highlight the sample area and click here



Disk: use this to load in a sample for edit



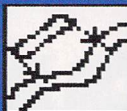
Zoom out: view samples at low resolutions



Fast forward: cue the pointer to a new section



Zoom in: view samples at higher resolutions



Paste: plonks your cut sample into position



Sample: one for each sample in memory



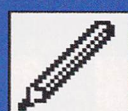
Edit: pointers can be positioned precisely



Join: two loop marks can be placed together



Play: playback of the selected sample



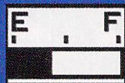
Mark: label an exact position within the sample



Stop: this icon stops the playback of the sample you're currently running



Record: samples a sound source and opens an edit window



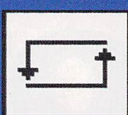
RAM Gauge: shows you just how much memory space is left



Insert: places your sample edit within the selected window



Rewind: move the master pointer to the start of the sample

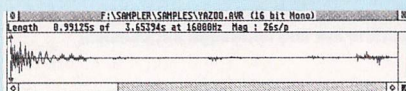


Loop: places a loop point between two selected pointers

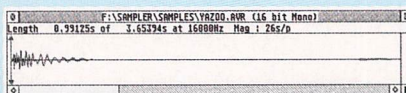
► cated tool which makes considerable use of icons and keyboard shortcuts.

You record and playback samples via tape control-like icons. To record a sample for example, simply click on the Record icon and then play your chosen sound into the sampler. In addition, you can use other icons to control zoom, sample joining, looping, marking and editing functions. The sample itself appears in a window above the

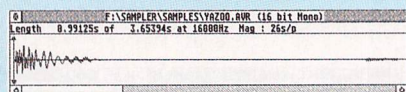
CLEANING UP YOUR SAMPLES



■ An untreated sample contains all kinds of spurious signal data which makes it sound hissy, harsh or plain flat. Here is a sample taken from a Yazoo CD at 16 KHz with the display magnified to show 16 samples per pixel. You can clearly see the spikes at the right end of this portion



■ Using the fast filters menu, you can place a Lo-pass filter on the sample. This extracts all the hissing high-frequency spikes and leaves you with a cleaner, though flatter sound. As you can see, the excess sound spikes to the right have now completely disappeared



■ Now the newly treated sample doesn't sound right. Fortunately you can boost both bass and treble to give the sample a full, rounded sound. This way you get to remove the irritating hiss but keep the higher frequencies which add so much to the quality of a decent sample

SAMPLE SAMPLES

Premier Music Services have set themselves up as a specialist library that caters for the 12 and 16-bit Pro-Series samplers. 40 disks of sounds have been collated and are available at either 22KHz or 32KHz.

You can slot full drumkits such as *Indian*, *TR909*, *Heavy Metal* and *Synth Kit* straight into the drumbeat program. Samples of all the well known synthesizers are also included in the range – you can find Fairlights, DX7s, MT32s and PPG synths on their own disks for example. If your tastes are more classical, then check out the Steinway Grand piano disk.

All the disks cost £7 each and are directly available from Premier Music Services, 18 Foyle Road, Chandlers Ford, Eastleigh, Hants, SO5 3QP ☎ 0703 260485.

control icons. It can be displayed as either an outline, a filled wave or an envelope. Editing your sample is made impressively easy because of the implementation of pointers.

A master pointer displays where the sample plays from. You can place pointers anywhere on the sample for the purpose of looping or editing and the whole process is made much easier by a powerful zoom function. This enables you to view the whole sample or focus in on a particular area – one screen pixel representing a voltage change, for instance. If you have a 16 KHz sample, for example, you can accurately scrutinise a tiny 1/16,000th section of that sample!

Cut and paste editing facilities enable the user to mix and match samples. Once you decide on a join position, you can make an exact match by snapping the position left or right. This means that problems with clicks and spikes are less likely to occur in the editing stage.

Filters enable you to remove unwanted frequencies from your sample or add extra bass to your work if your sample sounds too weedy. They can be either fast or slow. Included on the fast selection are lo pass, band pass, notch, hi pass, boost, no d.c., bass and treble. The slow filters just include the first four. Special effects can be

added as well. There are six to choose from: hall, room, reverb, echo, multi and flange. These completely alter the sound of the sample – you can transform a weedy sound into a booming, bass-pumping monster for example. Controls such as echo or flange are also configurable – you can transform an echo into either a quick oscillation or a long pulsing echo for instance.

Of special note are the tricks you can perform if you have an STE. Volume, treble, bass and output mix are all fully configurable and, of course, with that DMA chip strutting its stuff you can also play back and create stereo samples.

AVR's Pro-Series 16-bit Sampler is a piece of hardware which easily gives the £3,000 samplers of this world a run for their money. Not only can you record at a CD quality of 44.1 KHz, you can also change the sample so that other samplers can play back Pro-Series created sounds. No serious sampling freak can afford to be without one, so please, AVR, can I keep it? **stf**

FORMAT RATINGS

AVR Pro-Series 16-bit Sampler
£350/AVR/0582 457348

Features **95%**
Absolutely crammed with editing/playback functions. It makes transforming your samples a reality

Speed **94%**
Very quick – no delay on sample screen updates or when you have loads of samples in memory

Ease of Use **95%**
Icons and keyboard shortcuts make life very easy. Create a sample by simply clicking on an icon

Results **95%**
Nothing can touch the sound quality of this sampler

FORMAT VALUE **94%**
Very pricey, but this is the Rolls-Royce of samplers

The Competition

Audio Visual Research produce a sampler to suit every pocket – try the Pro-Series 12-bit sampler (£245 AVR ☎ 0582 457348). *Mastersound 2* is also worth a look (£39.95 Microdeal ☎ 0726 68020)

Specialists In Atari Ram Upgrades

Upgrades Available Upto A Realistic 4 Megabytes!

ST Format "The very best ram upgrade boards on the market"

Easy To Install

Upgrading the memory of your Atari ST has never been easier using Third Coast's range of memory upgrade boards. We have plug in upgrade boards to take your machine upto a realistic 4 Megabytes so you get no more out of memory headaches. Third Coast's range of memory expansion boards take around 1/2 an hour to install and come supplied with full fitting instructions for all revisions of Atari's. If you should get into any difficulty fitting any of our memory upgrade boards are technical staff will give you any assistance you need over the telephone. Third Coast's memory upgrade boards are fitted by plugging a socket over the MMU chip and the Video shifter chip and require no soldering whatsoever.

Expansion Policy To 4MB

With Third Coast's 1/2 megabyte plug in board for Atari's with and without surface mount MMU chips we offer an expansion policy to 4MB. What this entails is, if you purchase a 1/2 megabyte expansion board from us and you decide you need either 2.5 megabytes or 4 megabytes. Return the board to us and we will discount you the price you paid for the 1/2 megabyte board off the current price of the 2.5 megabyte or the 4 megabyte board. You are not left with 16 useless chips like the solution offered by others but merely a cost effective simple way of upgrading your machine to 1 megabyte, 2.5 megabytes and eventually to a full 4 megabytes.

Expansion Options

If you have a 520STM, 520STFM or even a 520STFM with surface mount MMU chip we have the solution to take your machine upto 1 megabyte with the expansion policy to 4 megabytes as described above. Third Coast also offer expansion to 2.5 and 4 megabytes for 520ST owners. For 1040ST and Mega 1 owners we have an expansion board to take your machine upto 2 megabytes, 2.5 megabytes and 4 megabytes. For Mega 2 owners we offer a plug in board to take your machine to 4 megabytes.

Fully Compatible

Third Coast's range of expansion boards are all auto configuring and compatible with all software for the Atari ST.

Warranty

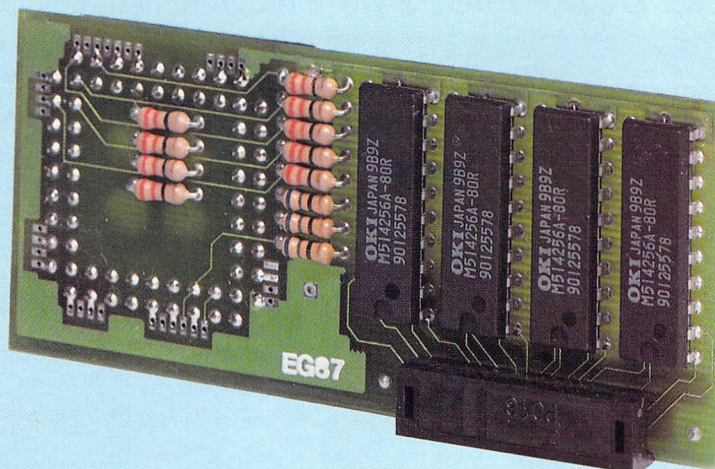
All memory expansion boards carry a full 12 months warranty and free 12 months telephone support.

Software

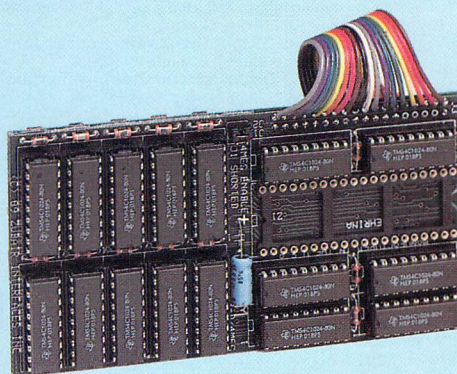
All Third Coast ram upgrades come supplied with a ram checker which checks every chip on the upgrade so you know if you have fitted the upgrade correctly. Also included is a ram disk, print spooler and several other useful public domain utilities.

1MB Internal Floppy And Upgrade

For those Atari owners who have a machine with 1/2MB drive and memory we offer a 1MB internal drive and a 1/2MB soldering upgrade kit for the special price of **£99.99**



1/2 megabyte plug in board Atari ST User September 1990
"Features-Excellent Ease Of Use-Good"



Z-Ram 4MB expansion board Atari ST User July 1990
"Features-Excellent Ease Of Use-Good"

Pricing

520ST-1040 Ram Upgrade Kit Requires Soldering . .	£39.99
520ST-1040 Plug In Board Socketed MMU Chip. . .	£59.99
520ST-1040 Plug In Board Surface Mount MMU. . .	£59.99
520ST-2.5MB Plug In Board Expandable to 4MB . .	£169.99
520ST-4MB Plug In Solderless Expansion Board. . .	£249.99
1040ST-2MB Board Requires Minor Soldering . . .	£169.99
1040ST-2.5MB Plug In Board Expandable to 4MB. .	£169.99
1040ST-4MB Plug In Solderless Expansion Board. .	£249.99
Mega 1-4MB Plug In Solderless Expansion Board . .	£249.99
Mega 2-4MB Plug In Solderless Expansion Board . .	£169.99
520-1040 Plug In Board Unpopulated	
(takes 4 256*4 Drams).	£29.99
4MB Board Unpopulated (16 or 32 megabit Drams) . .	£59.99
520STE-1040STE Plug In Simms	£29.99
520STE-2.5MB Plug In Simms	£89.99
520STE-4MB Plug In Simms	£189.99

RFI Interference

All Third Coast's ram upgrade boards fit under the RFI shielding so that you get no interference on your screen.

For more information on any of Third Coast's products please return the form below to the address listed at the top of the page.

Name:	
Address:	
Postcode:	
Tel:	
Interests:	

Please Make Cheques/Postal Orders Payable To
Third Coast Technologies Ltd. We Also Accept
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BYTEBACK



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DISK PRICES

All disks guaranteed virus free!
1 disk.....£1.25
10 disks + file box£9.99
additional disks99
Prices are inclusive, nothing to add!

GAMES

BG.01 Monopoly; Classic property game. Plus: Chess, Backgammon, USA Football.
BG.02 Haunted House; Platform game. Plus: Daleks, Aggravation, Warzone...
BG.06 DGDB; Gauntlet style game. Plus: Stone De-luxe, Breakanoid and Fruit Machine Simulator.
BG.14 Invasion; STAC produced text and graphics adventure. Plus: Cluedo style detective game and Paranoia...
BG.17 Spooks; Super Pac-Man version. Plus: Pipe Panic; arcade favourite!
BG.18 Megaroids; Asteroids version. Plus: Line Up 4, Hangman, Explode, Blaster, V-Kill; Virus Killer.
BG.19 Cards; Cribbage, Poker squares, Solitaire, Klondike, Blackjack. Plus: Rubics Cube, Fun Face...
BG.20 Dungeon Master; Maps of levels showing doors, treasure etc. Plus 40+ pages of information, hints, tips...
BG.24 Give us a break; version of the pub snooker/trivia game.
BG.27 Strip Breakout; Knockout bricks to reveal a naughty picture...
BG.34 Assassin; Excellent graphic adventure written with STAC.
BG.43 Wizards Tower; Superb text and graphics adventure written with STAC.
BG.44 Zoltar II; Super shoot-em-up game with digitised sounds!
BG.45 Orbit II; Superior Arkanoid copy, compiled STOS game!
BG.47 Vegas Gambler; Professional Casino style games: Roulette, Poker, Blackjack and Slot Machine!
BG.55 Froggy; Classic road crossing game. Plus: Caves of Rigel; maze game.
BG.56 Cribbage; Checkers, Yahtzee, Target and Joust, Arcade classic!
BG.57 Dungeon Master - NEW Dungeon created using Dungeon Master Editor! Original Dungeon master required!
BG.58 Soko; Original addictive 50 level puzzle game. ST Format ****
BG.59 Bubble Trouble; Smooth Pacman variation. Jumpster; Q-Bert style...
BG.62 Millipede; very good version of the old arcade classic.
BG.64 Stumped; STOS produced tactical cricket game. STOS not needed to run!
BG.65 Joust; Arcade game version. Space War; space strategy game.
BG.66 Mystic Well; Dungeon Master style role play adventuring game.
BG.67 Temon; Shoot-em-up construction kit produced arcade game.
BG.68 Die Alien Blob; SEUCK produced vertical scrolling action game.
BG.69 Trax Quiz; Well programmed quiz game based on pub trivia machine.
MG.01 Bolo; Arkanoid variation, bat can move all over screen! (col/mon).
MG.04 Bumper Jack; STOS produced platform game. Plus Yatzy; dice game.
MG.05 Mars Maze; another excellent STOS produced platform game.
MG.08 Star Trek - Next Generation; Battle the Ferengi in this strategy game, digitised samples! (Not STE)

UTILITIES

BU.01 Neochrome MASTER; Will now load Degas and IFF format! Animation fully implemented, total keyboard control, object rotation, 10 screens, rasters.
BU.07 STWriter ELITE; high quality word processor. Fully documented!
BU.29 Label printing accessories; address, disk and cassette labels.
BU.34 B-Boot; Enables booting from drive B, address book, database etc.
BU.36 Assistant Chef; excellent recipe database for the cooks...
BU.37 Pools; expert results predictor, includes large match database!
BU.39 Fractal Zoom; comprehensive fractal generation program.
BU.42 GEM fonts; 60+ fonts for hi-res screen and Epson printers.
BU.44 .IMG utilities; convert Degas, Neo, Tiny etc. to .IMG format!
BU.45 Planetarium; Astronomy, view the stars from anywhere in the world.
BU.46 Mouse Pointer; design your own pointer! 50 shapes included! etc...
BU.47 Eplan; CAD program for design of electrical circuits, documentation on disk. Print out finished circuits!
BU.48 Home Accounts; up to 3 different statements; 100 entries per statement.
BU.49 Typing Tutor; excellent English typing tutor. Includes exercises on home keys, numbers, capitals, etc...
BU.50 GEM Font Master; super font editing program, use 3 resolutions!
BU.53 Opus spreadsheet + charting program - quality shareware! (D/S)
BU.54 Amateur Radio Utilities; Morse tutor, Grayline calculator, etc.
BU.56 Your second manual to the Atari ST; invaluable reference book...
BU.57 ANI-ST (formerly Aegis Animator costing £79.90!) + GFA Raytrace demo!
BU.58 FSelect; alternative file selector, Desk Manager; Choose auto programs & accessories etc...
BU.59 ZX81 Emulator; including 38 program files! Uses the original keyword entry system. Brilliant!
BU.60 BBC Emulator; + Apple Emulator, accessories; CPanel & Disk Cache. Disk Toolbox; useful disk utilities!
BU.61 ZX81 Programs; 100+ files to use with ZX81 emulator (BU.59), 3D Defender, Pacman, Chess...
BU.64 Fractal Landscape Explorer; Mandelbrot show, Spirograph...
BU.67 Cardfile; Simple name and address database with search facility.
BU.68 Magniwriter; ST Writer version with larger text! Ideal for use on TV, for children or poor eyesight!
BU.72 STE Boot disk; enables STE to boot up in medium resolution! etc...
BU.73 Noisetrapper; Conversion of the Amiga PD music program; Soundtracker! Complete with sampled sound modules.
BU.74 Electronic Bank Statement; keep your bank account under control!
MU.05 Sheet v2.0; powerful spreadsheet with documentation and tutorial, Lotus compatible, 1280 rows x 280 columns!
MU.07 Gemini; superb NeoDesk style desktop replacement! German origin.
MU.12 Hard disk utilities; invaluable aid to hard disk users...
MU.13 F-Copy 3; Superb copier, will even backup some copy protected disks! Features: Fast Format, Virus Check, Scan Disk, Multiple copy, Verify...

EDUCATIONAL

BE.01 Things to do with numbers; full working demo! Plus: Kid Publisher...
BE.02 Kidprogs; Kids Graph, Kids Grid, Kids Music, Kids Piano, Kids Notes...
BE.03 Kidprogs; Kid Potato, Kids ABC, Kid Sketch, Kid Story...
BE.05 Colourbook; Fun for the younger child, an on screen colouring book!
BE.07 Word Extract; word puzzle help. Plus: Starchart; astronomy program.
BE.08 Geography Quiz; good educational game, plus Maths Made Easy.
BE.09 Spelling Made Easy; educational program that talks to you!
BE.10 Jigsaw; load any Degas picture as jigsaw puzzle! Great fun!
BE.11 KShapes and KShapes Plus; great Fuzzy Felt style fun for youngsters!
BE.12 Shipwreck; Answer sums in this fun game! + Guillotine Man; Hangman.
BE.13 The Wolf and 7 kids; superb multi-choice adventure game for the little ones. Race Cards; give answers to addition sums to race cars. Great!
BE.14 Noah's Ark; unscramble letters to make names of animals.
ME.02 EZGrade; teachers grading prog. Morphograph demo; 3D molecular display. Easel ST demo; loads desktop picture.
ME.04 Search; good historical study program created with STAC.
BE.15 Body Shop; learn about human anatomy, build skeleton and assemble organs while learning correct names.
Dot to Dot; join the dots to discover the hidden picture! Also, design your own dot to dot picture. Both programs are great fun for young children!
ME.05 Play Spell; 2 levels from this great educational platform game. B.Spell; spelling game with digitised letter sounds & speech!
ME.06 Kid Publisher Professional! Desktop publishing for youngsters! Plus: Super Kidgrid; picture maker. Kid Painter; simple paint program. Design jigsaw type puzzles with easel! (Demos; save/print options disabled!)

CLIP ART

DC.01 Small symbols; seasonal, flags, school, cars, Disney, creatures...
DC.02 Titles, headings, Christmas, Easter, Halloween, golf, sports...
BC.03 Logos, Trade marks, symbols, people, food, magazine titles...
DC.04 Alphabets, Christmas symbols, lots of eyes, happy, sad, weird...
DC.08 Garfield, Beano, Dandy pictures. Picswitch enables easy view & print!
DC.09 Viz Magazine; comic pictures, plus culinary; utensils, food...
MC.01 Boys and Girls; Pictures of small children at play.
MC.04 Illuminated Letters; Fancy A to Z. Plus; Funny pictures...

MUSIC

SO.01 Midi Special; Steinberg switch, 32 track sequencer, midi channel scope, hi-tech trivia.
SO.02 Composer; enter notes from midi keyboards or computer, copy, transpose or output. Plus: Soundcomputer.
SO.03 16 Voice Synthesiser; multi voice record, filter of controllers, variable resolution metronome...
SO.05 Alchimie Jr.; powerful midi sequencer, many features! (mono) (D/S).

HELP

DA.01 66 Adventure game solutions! Including: Future Wars, Bards Tale, Indian Jones, Zork 1, 2 and 3...
DA.02 62 Adventure game solutions! Including: Leather Goddesses, Kult, Ultimas 1 to 5, Space Quests...

DEMOS

BD.26 Snowman; digitised animation and music, 1/2Mb version! (D/S)
BD.33 STE demo; See what your STE is capable of and be amazed!
BD.34 What the Butler Saw; end of the pier style fun. Slightly naughty!
BD.38 ANI ST; 2 excellent animations produced with ANI ST (see: BU.57) Juggling Lamps and the Trash Can demo.
BD.39 Teenage Mutant Hero Turtles; Excellent sample of the Turtles theme tune plus picture. Great one for kids!
BD.40 Smooth Cyber Studio produced animation featuring a space station revolving on a starry background!
BD.41 Monarch; Impressive animation with excellent graphics and music.
MD.15 Snowman; digitised animation and music. Brilliant! (Mb)
MD.21 The Brilliant UNION multi demo colour monitor & joystick required!
MD.22 UNION Demo 2; The cuddly demo! Lots of amazing animations accessed by moving an arcade style jetman!
MD.28 Whataheck; demo collection by the Carebears again. Stunning!!
MD.30 Cyber demos; Buzy Bee, Saturday Morning Workout, Chasers, - superb animated films from Cyber Studio.
MD.32 STE Demos; 400 colour version of the Amiga classic BOING demo. Movie ST; Animation using hardware scrolling & blitter routines!
MD.35 Aliens; digitised sound and pictures from this Sci-Fi classic!
MD.38 Probe; Animation of a Voyager style space probe slowly spinning in space then moving around a planet.
MD.41 Robocop; Digitised samples of some of the more memorable sections of the film plus digitised sound! Approximately 7 minutes long and comes on 2 packed disks! (not STE).
MD.42 When Harry Met Sally; The very amusing bit from the film where Sally demonstrates to Harry how to fake...
MD.43 Star Trek; Good sample of the opening sequence from the TV series plus a superb Enterprise animation...
MD.45 Jungle demo; graphically super amusing cartoon style animation with sampled music and sound effects! (STE)
MD.47 Police Squad; sampled opening sequence of this great series! (Mb)
MD.50 So Watt; Care Bears do it again. Great sounds and mega smooth graphics.
MD.51 Dark Side of the Spoon; superb collection of stunning demos!
MD.52 Robomix Demo; digitised scenes from the film with sampled speech, sound effects and soundtrack!
MD.53 Chad Jackson; hear the drummer get wicked; Stos Maestro, Neochrome used on this sampled sound demo!

To order any of the above disks simply quote the required disk numbers. For a complete list of our PD software ask for a FREE catalogue!

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BYTEBACK

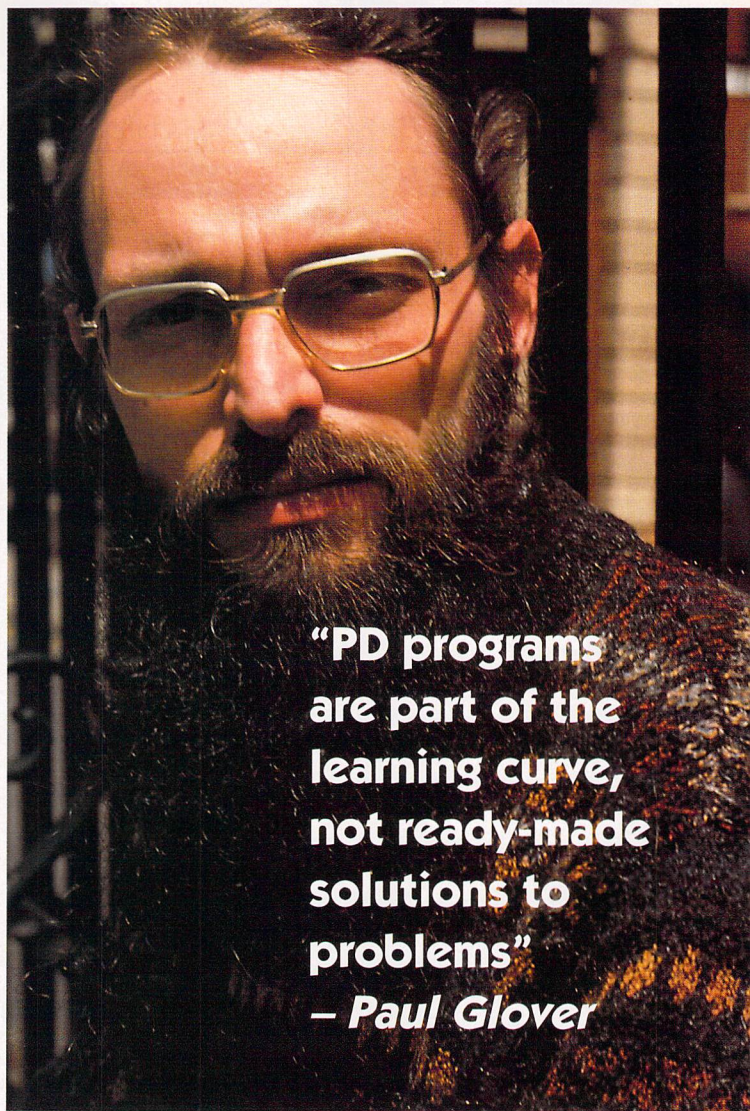
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Free and easy?

You've seen the ads and maybe even bought the disks, but have you ever wondered what PD libraries are really all about? The ST Club's Paul Glover reveals all to ST FORMAT's Tim Anderson



"PD programs are part of the learning curve, not ready-made solutions to problems"
– Paul Glover

One of the weird things about home micros is the price of software – anything from £750 (for DynaCADD) to nothing for the free and fun-packed ST FORMAT Cover Disk. And quality and price don't always go together – as you soon discover, either by spending hundreds of pounds on software that doesn't work properly (the hard way) or by finding a real gem in the Public Domain (the easy way). So how do the PD libraries do it? FORMAT asked PD supremo Paul Glover to reveal all.

PD libraries have massive amounts of software: Paul's Nottingham-based ST Club has thou-

sands of programs spread over around 1,500 disks. Even if you're new to the ST, those long lists of software titles advertised for next to nothing can't have escaped your eye. Where does it all come from? Paul explains: "If people spend three or four evenings solving a particular problem, they feel they might as well let other people have the benefit of their work." At first, most of the programs came from Canadian and American PD libraries. But now that the ST Club is well known, 80% of their material comes direct from the authors – good stuff, as well. "It's almost a self-selection process: people are embarrassed

to send things in that don't meet existing standards." Germany is also a rich source of software – so much so that the ardent PD enthusiast is advised to learn the language, or at least get a German dictionary. One or two frustrated users are even writing their own software to provide automated translations.

The ST Club: How it happened

For Paul, it all began back in 1986, when the ST, with its superb high res mono monitor, seemed ideal for writing the reports required by his job as a mechanical engineer. "There wasn't any commercial software to speak of then. The first thing I bought was a RAMdisk at £25! Having made that mistake, I started scouting around to see what was available. I stuck a little £3 ad in *Popular Computing Weekly* and got 50 letters back. There were obviously a fairly large crowd of people who were equally stranded, so I got going. It was only ever intended as a spare time thing, but I ended up doing two full time jobs, so I dropped the engineering work completely."

Why the ST? "I didn't really like the Amiga when I first saw it. I've never managed to develop any sympathy for it, and PCs don't hold any great allure. Only the Macintosh tempts me at times."

As the ST has grown in popularity, so has the ST Club, who now employ six people and have 30,000 customers, 10% of whom live overseas. But although it's called a club and has the friendly

SETTING UP YOUR OWN PD LIBRARY



So you've read the article, you've already got a pile of PD programs in the bottom drawer – why not set up your own PD library? It takes a

great deal of hard work, but if you have heaps of enthusiasm the only other things you need are:

- A modem, to scour bulletin boards for the best programs. Prepare for a big phone bill – some of the top BBSs are in faraway places like Germany and Canada
- Some initial money to advertise, get a catalogue printed and buy in the cheapest bulk disks you can find
- The time and resources to dispatch orders as promptly as possible

● Patience to deal with puzzled customers, ranging from those trying to run a STOS game on the Archimedes to others with sophisticated queries about assembler routines

● Database and spreadsheet software, to keep your catalogue and accounts up to date. At modest levels of turnover VAT is no worry – but don't forget the taxman

● Are you sure you want to cover everything? Why not specialise in a niche like MIDI software, clip art, or Demos? That gives the new library a special identity from the beginning

● Paul Glover's personal advice: "Think long and hard about what you're getting into. You're in grave danger of doing what I did – two full time jobs at the same time"



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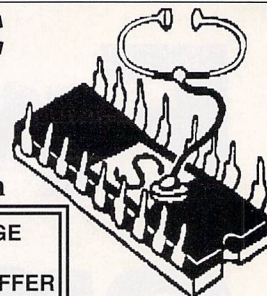
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atmosphere of a user group, it's actually a company, with Paul Glover the sole proprietor. "I did want to do it on a true club basis, with committee members, chairman and secretary, but I couldn't see it working very efficiently. Nice idea, but not really feasible."

In theory, PD libraries only charge for the cost of copying and distributing disks – the software itself is free. But shop around and you find prices vary from as little as 99p to over £3. The ST Club are not one of the cheapest, but Paul reckons to offer service and backup second to none. "All our orders go out the same day they are received. There's no exception to this. That means having enough staff to cope with the maximum load you're going to get. Obviously, there is substantial revenue, but simply for wages there's substantial outgoings as well. Every order is checked before it's packed. There's an awful lot of areas for cutting costs, but as soon as you take the quality control out, you're going to spend more time sorting out things that you did wrong." After-sales backup is given as well, and the ST Club deals patiently with a constant flow of queries, not only about the software they distribute, but about the ST generally. Even Atari refer customers to the club for help.

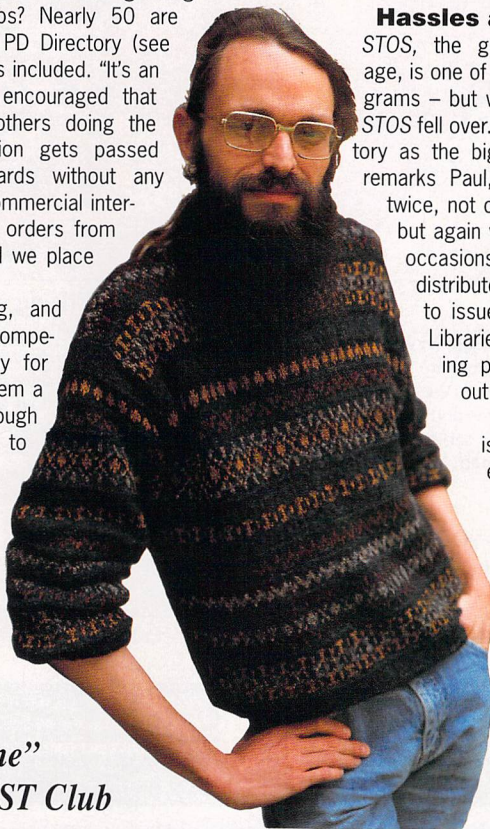
The Competition

What does Paul feel about the ever-growing numbers of rival clubs? Nearly 50 are listed in the *FORMAT* PD Directory (see page 87) – cheap ones included. "It's an odd relationship. I'm encouraged that there are so many others doing the same thing. Information gets passed backwards and forwards without any great worries about commercial interests. We get a lot of orders from other PD libraries, and we place orders with them."

"This is my living, and there's some level of competition, which is healthy for the users and gives them a broader choice." Enough choose the ST Club to

"PD software fills a gap. If it didn't fill that gap, really the ST wouldn't be a useable machine"

– Paul Glover, ST Club



SO YOU THOUGHT IT WAS ALL JUST PD...

Not all the software sent out by PD libraries is distributed under the same terms. The ST Club deals in no less than eight different kinds of non-commercial package:

Public Domain – True PD software, where the author has waived all copyright. You can disassemble it, rewrite it, do anything you like with it apart from selling it on at a profit.

Freeware – The author retains the copyright, but is happy to permit free distribution, so long as the program is left as it is, with all original documentation (on disk) intact.

Shareware – The author is happy for the software to be copied freely; but if you use it regularly, you are required to send a registration fee to the author. Trouble is, people often aren't as honest as they ought to be!

Licenceware – PD libraries can distribute the software only with a licence from the author – and every time they send out a disk, a royalty is

paid to the author. Budgie games are the leading examples. The ST Club also offers a new kind of PD disk called Microcare, where a royalty is paid to charity.

Distribution Fee – PD libraries pay a one-off fee to the author for the right to include the software in their catalogues. *Fastcopy 3* is sold on this basis.

Demo Disks – Not the stunning scrolling or animated demos, which are usually freeware, but demos of commercial software, with key features deliberately disabled. Some people actually use the *Calamus* demo disk, which can print but not save, for occasional DTP work.

Authorware – This is a new concept pioneered by none other than the ST Club. This kind of software is only available direct from the programmer, for a budget price; but the ST Club magazine cum catalogue, *ST Applications*, carries free advertisements.

make it one of the biggest. "With the royalty claims on Budgie disks, we've come top of the list every three months bar one. There are five or six top clubs: Floppystore; Goodman; South West Software Library; Public Dominator (which used to be ST UK) and Softville."

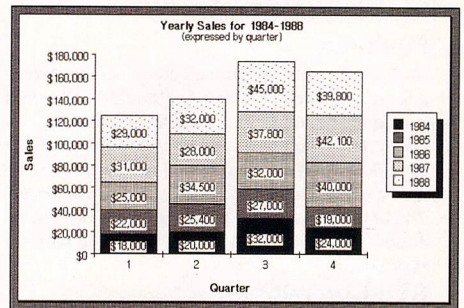
Hassles and Headaches

STOS, the game-programming package, is one of the most popular ST programs – but when the STE came out, STOS fell over. "This will set down in history as the biggest set of problems," remarks Paul, "because it happened twice, not only with the original STE but again with TOS 1.62." On both occasions, Mandarin Software, distributors of STOS, were quick to issue a fix – but it's the PD Libraries that often end up taking phone calls and sending out the required software.

Another problem area is users with unrealistic expectations, "who expect perfection on every program on every disk, with all of them transparently easy to use, and don't realise that these are just tools, part of the learning curve, rather than ready-made solutions to problems. If you get a disk with 20 programs on, and

you get one which is useful once a month, then you have to treat it as a success, and not expect all 20 to work very well."

Some customers have more basic problems. "The majority of people seem to have bought a Discovery Pack, with the idea of the kids using it for education and doing some serious things themselves. Unfortunately, they bought it without any monitor. Medium res on the TV might be unreadable and they're trying to use low res to



■ The superb spreadsheet *OPUS*, showing off its charting facilities – but it needs 1MByte of RAM

manipulate files, read dialogue boxes and study readme files that shoot off the top of the screen."

However, helping people learn gives great satisfaction. "We see people who maybe four or five years ago just didn't know one end of the computer from the other, and they've gone on to set up businesses based on the ST, like two DTP bureaus I know of. They started off by badgering me endlessly on the phone."

Atari – Getting Better

At one time, Atari was another headache for the ST Club. "For the first three years we never

YOU'VE GOT THE COVER DISK – DO YOU NEED A PD LIBRARY?

ST FORMAT, back in the days when it was *ST/Amiga Format*, pioneered the Cover Disk concept – a disk free with every issue, containing demos of the latest games together with quality software, much of it Public Domain. Where does that leave the PD libraries?

Paul Glover hasn't minded. "It's not really competition. It's actually giving PD software a stamp of approval from mainstream maga-

zine publishers, raising its profile and also planting the seed in programmer's minds, that is actually worth writing things.

"We often get the rejects from *ST FORMAT*, where the program hasn't been quite good enough or has simply been too big to fit on the Cover Disk. Generally, it's been extremely beneficial. And it's nice that the Cover Disks come with printed sections showing people

how to use each program. It eases people into it.

"You could argue that if magazines use the programs on the Disks to sell the magazine, they are breaching the distribution conditions, 'using them commercially.' But we have the same problem at the ST Club, in that we are running a commercial concern, by distributing stuff that may not be used for commercial gain. It's a grey area. But in

five years, nobody has ever written in to say, 'Don't distribute our programs.' On the basis of zero complaints in five years, we can safely assume people are happy. The same would apply to the magazines.

"*ST FORMAT* is complementary to what we do. It achieves its purpose very well – definitely the best of the mainstream ST monthlies." (Unsolicited testimonial number 542 in a series...)

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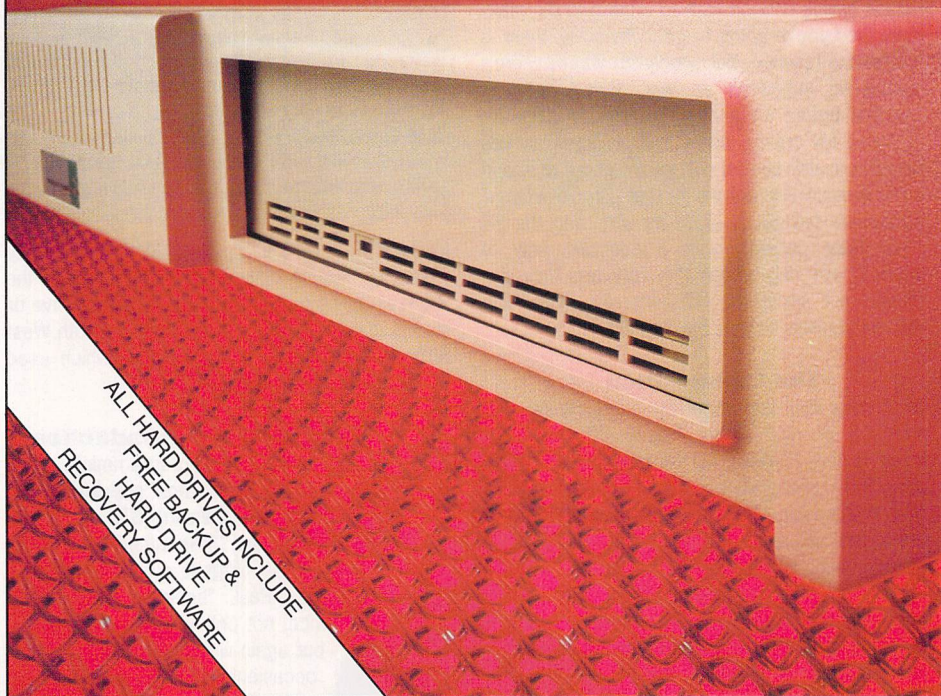
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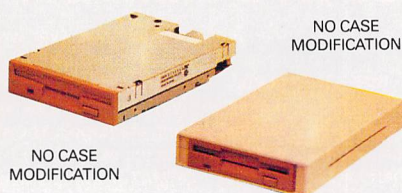
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spoke to anyone at Atari. We sent copies of every newsletter we did, and we never got a thing back. They obviously just got binned. But things have taken on a completely new light in the last year. We were actually invited to the last Atari show. Things have come together within Atari."

One sign of Atari's new commitment to getting it right has been the development of new hardware – the TT, the Mega STE, and the forthcoming ST Book and ST Pad. "We hope they will make a big difference," Paul remarks. "The Mega STE shows a fair bit of promise, although I'm not sure how much faster than a standard ST it will

actually be. Not everything runs twice as fast, just the processor, and it has the benefit of a RAM cache. The TT does seem overpriced. The main reason I haven't got one at the moment is that I can't run an SM124 monitor off it. You have to have a big colour monitor. I've never seen the point of a colour monitor for a publishing system, unless you have a colour printer which can produce the same results.

"The ST Book is a nice idea. It would be a very useable machine for us, or for anybody who's got an ST. And the new Family Curriculum pack looks like the right sort of attack at the market. Atari

have come through the last three or four years with virtually no resources following the fiasco with Federated Stores [a retailing chain which Atari bought and resold at a thumping loss]. They're extremely lucky in that they have such a dedicated band of customers, even in the States where you actually couldn't buy STs for a considerable period."

The Future of PD

There's great stuff in the Public Domain already – but there's plenty of scope for new software, so get programming! One area that needs developing, oddly enough, is providing user-manuals, or tips to get the most out of a particular piece of software – like the recent PD disk, *GFA Xpert*, which is invaluable to users of *GFA Basic 3*. But there aren't many such user-manuals about. "It's much easier for someone to write a program to solve a problem," Paul comments, "than to sit down and write a document which explains to everyone how actually to use something."

Paul believes that the Public Domain is vital to ST owners. Most people have at least one or two PD programs they use all the time – a hard drive backup utility, perhaps, or a great utility like *Superboot* or *Fastcopy 3*, or maybe a word processor like *1st Word* or *ST Writer*. "PD does fill a gap," Paul says. "If it didn't fill that gap, really the ST wouldn't be a useable machine." **stf**

■ The ST Club's address is 9 Sutton Place, 49 Stoney Street, Nottingham NG1 1LX, ☎ 0602 410241. If you write for a catalogue remember to enclose an SAE. For reviews of the latest PD releases, turn to page 84. STF's PD library directory is one page 87

SHAREWARE – FAIR SHARES?

One third of the ST Club's software is shareware, with the authors either requesting or demanding that regular users of their programs send them a donation. Hardly any do, especially in Britain and the rest of Europe. In the US the concept works better, although not with complete success. Why? Paul Glover thinks "there's a reserve about mail order which is still very deeply entrenched. People are very cautious about sending money in the post. We quite often get phone calls just checking whether we actually do exist. In North America, because of geographical circumstances, mail order is a much more accepted way of doing business."

Paul champions the right of authors to be rewarded for their work, but also points out the snags. "When they write the program, people are full of enthusiasm and promise updates and printed manuals, but when they get hardly any money that enthusiasm dies away and they tend to start binning the letters instead of continuing

to support the software. At that stage, asking someone to send money for an update which may not exist, or to a programmer who may no longer live at that address, doesn't work well. It has to be a two-way thing. Unless authors are seen and known to be delivering the goods, they can't in all fairness expect to have a good level of support from the users."

Some programmers like Jeff Minter, author of *Llamatron* (on last issue's Cover Disk), are committed to the shareware ideal. Others see more future in concepts like *licenceware* or *distribution fees*. "It seems to be starting in Germany, where the main ST magazine, *ST Computer*, has a multi million pound turnover on PD disks. There is a certain revolutionary spirit among authors to get something back for their work." As a result, the authors of programs like *Gemini*, a *Neodesk*-style alternative *Desktop*, are insisting that only reputable PD libraries who pay a fee may distribute their packages.

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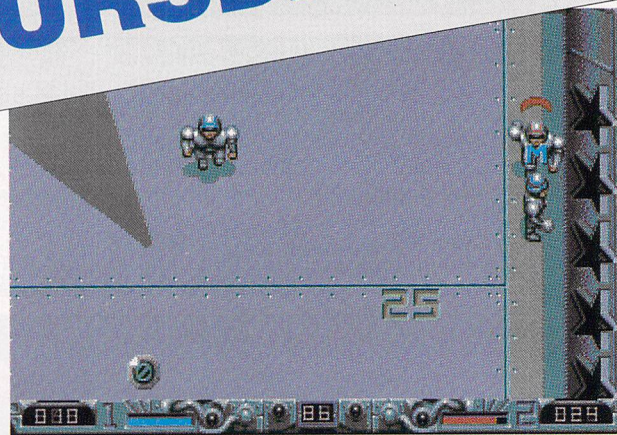
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Time for some tense revision

Odd how it never seems to be time to revise those foreign irregular verbs. David Jones reviews programs to help – with both the verbs and the time

Verbmaster

AGE RANGE: 14 – ADULT

MACHINE: ALL STs

PRICE: £14.99

FROM: ACADEMIC SOFTWARE

CONTACT: 0296 82524

Verbmaster is a companion package to Academic Software's *ST Vocab* (see *STF* 17). Where *ST Vocab* was designed to help students learn and revise foreign vocabularies, *Verbmaster* aims to "ease the learning, organising and revising of irregular verbs."

The program is very similar to *ST Vocab* – indeed the screens are virtually identical in appearance. Like its companion, *Verbmaster* offers a multitude of options including entering, saving and editing verb groups. The main func-

tions of the program include speed-learning verbs, having tests on the verbs and dumping verb sets to a printer.

In each case, the English infinitive is listed alongside the foreign infinitive with present, past, imperfect and perfect tenses. Rather oddly, one aspect many struggling GCSE students have numerous problems with – verb conjugations (I am, you are, she is, etc) – is ignored. However, one imagines that to cover this, either the program would have to be twice its current length or Academic Software would have to produce another package with slightly different aims.

In contrast to *ST Vocab*, the sample word groups provided on disk are very limited. There are verb sets for French, Latin, German and Spanish, but each of these consists of only five examples. However, considering that the program was designed as a personal learning

and revision aid, it is doubtless expected that students or teachers might prepare their own data sets using the editor.

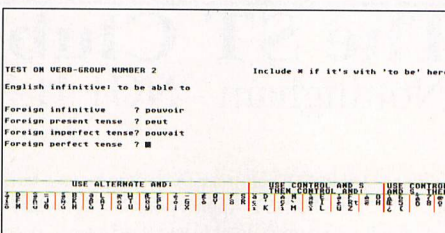
Despite these grumbles, *Verbmaster* is a well designed companion to *ST Vocab* and should assist foreign language students in coming to terms with one of the more difficult aspects of their studies. It is the only program on the market dealing with foreign irregular verbs.

■ CONTENTS: 1 S/S DISK + FOLDED A4 INSTRUCTION SHEET

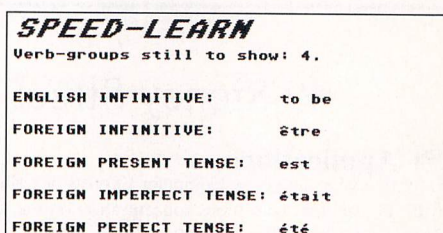
FEATURES	8
SPEED	9
EASE OF USE	9
EDUCATIONAL VALUE	8
OVERALL	85%



■ *Verbmaster's* main menu is simple to follow, with a range of options – but it mis-spells "principal parts"!



■ The work screen and controls are similar to those of *Verbmaster's* older companion package, *ST Vocab*



■ *Verbmaster's* "speed learning" screen is a useful revision aid, but there are few word-groups provided

Master Time

AGE RANGE: 5 – 9

MACHINE: ALL COLOUR STs

PRICE: £17.95

FROM: B WARE SOFTWARE

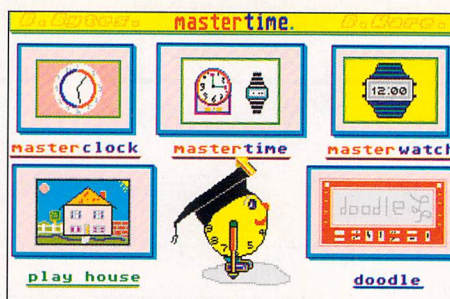
CONTACT: 0455 613377

Programs to help children develop time-telling skills are among the most difficult to design. After all, setting a clock is not the most exciting of activities! Then there's the problem of choosing between analogue and digital read-outs – both are equally applicable in today's world.

Master Time is the latest educational release from B Ware – the highly respected edsoft publishing house whose previous programs have included the excellent *B Spell* and *Play Spell* – and it addresses these problems admirably. It contains three colourful time-telling games. One uses an analogue read-out, one a digital, and the last a combination of both. And, for when kids tire of time-telling, there are two extra games,

one involving memory and guessing, the other a simple drawing game.

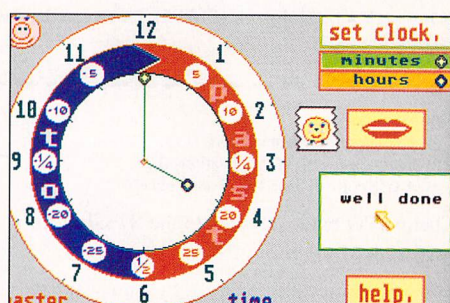
The main menu offers you the choice of any of the five games or an option menu, on which parents or teachers can set a number of preferences – whether the digitised voice says "one fifty" (digital) or "ten to two" (analogue); how many questions there are at each level; whether the hour hand on the clock face moves gradually (as on a real clock) or jumps from hour to hour,



■ *Master Time's* main menu offers you five games to choose from – but two are unrelated to time-telling

to help children who are confused by an hour hand sitting between two numbers.

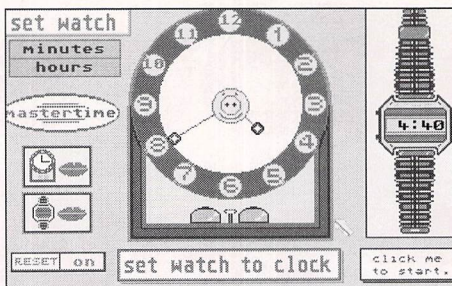
Both of the first two games approach time-telling skills in a similar way. Click on the "Start" icon and a friendly, realistic, digitised voice speaks a time. You must click on hour and minutes boxes until that time appears on the large digital watch in *Master Watch* or the analogue clock in *Master Clock*. Get it right and you hear an inevitable "well done" and a jolly little tune. Get



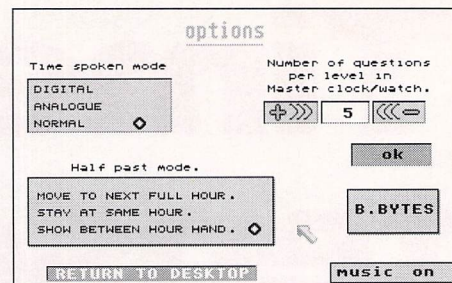
■ *Master Clock:* click in the boxes at the top right to set the hands to the time Tim tells you it is



■ **Playhouse:** where's piggy now? You must click on the windows where the piggies appeared, in order



■ **The main game, Master Time itself,** involves setting one timepiece to match the readout on the other



■ **The options screen gives parents total control of the sampled voice, display and number of questions**

it wrong and you're told to try again. To help you check what you're doing, you can click on a dismembered mouth on-screen to hear what time is currently showing on the timepiece.

The third game, *Master Time*, takes time-telling skills a stage further. It shows both a watch and a clock simultaneously, and you have to set the time on one to match that shown on the other. You can select which one is pre-set by the ST, and there are two mouths on-screen, one for each timepiece.

Just in case kids start to get bored, the package includes two totally unrelated games. *Playhouse* may appeal to younger children. It shows a jolly picture of a large house. At first, one happy little pig briefly appears at one of the windows. After it disappears, you must click on that window. Next, two pigs appear, one after the other at different windows, and you must click on the windows in the right sequence. This continues with ever increasing numbers of piggies, to a maximum of nine, and every time you get the answer right you are rewarded with a tune and a

short animated burst. The final game, *Doodle*, is a simple drawing game where the screen takes on the appearance of an Etch-a-Sketch machine. You can choose from five pen types and six colours to draw your pics. To draw, you click on one of eight direction icons at the bottom of the screen. This causes the screen cursor to move in that direction and draw a line.

B Ware could be criticised for trying to pad their package out with two totally unrelated games. However, younger children especially tend to need a break after using one of the time-telling programs for a short while. They go onto *Playhouse* or *Doodle* and soon return to practising their time-telling skills.

Master Time is undoubtedly one of the best time-telling programs available for the ST. It may not have the instant appeal and pyrotechnic rewards offered by *Fun School 3's Clock*, but it is the first ST program which accepts that kids have to know how to read both digital and analogue faces. If you want to buy a time-telling tutor for your children, you should seriously consider it. It

isn't, however, worth buying just for the other two games in the package – *Playhouse* is too monotonous to hold children's interest indefinitely, and there are several children's art packages, most of them at least as good as *Doodle*. A similar program, *Kid Sketch*, is available from most Public Domain libraries (see *FORMAT's* directory, page 87) for just a few pounds. These two games should be seen as a bonus, nothing more. Overall, *Master Time* is a super package that takes an important, neglected area and deals with it in an interesting and entertaining way.

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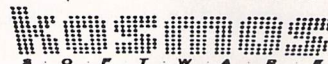
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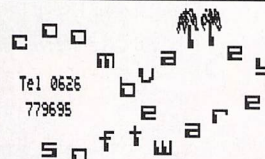
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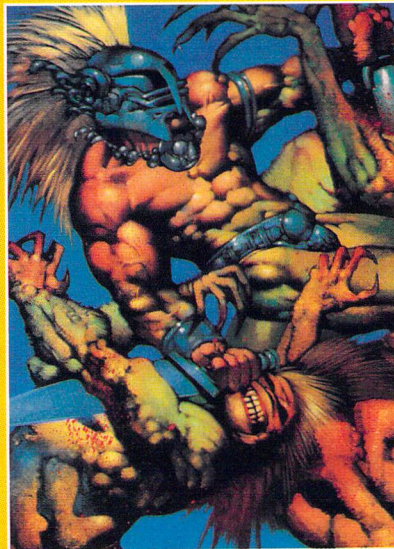
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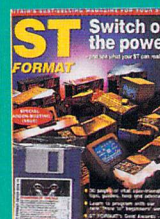
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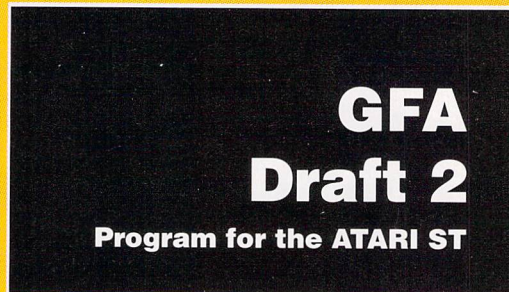
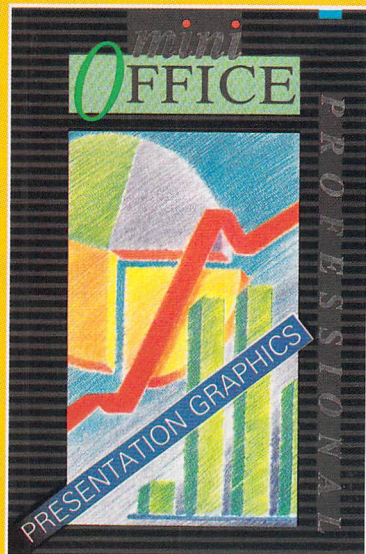


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GFA'S BIG LIGHT OUT

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Chris Cartwright from Finningley, Doncaster has, like most of us, waded through piles of ST literature attempting to discover the secrets of his ST. He's desperate to know how he can interface it, using the in-built ports, so that he can control a bank of light emitting diodes (LEDs) and several switches. Chris knows that it can be done – after all the ST has loads of interfacing ports already built-in: the printer (parallel) port, the modem (serial) port, plus the cartridge, DMA and MIDI ports. But panic not, Chris, because they're all pretty easy to master. Using GFA Basic v2, you talk to a port with the OUT command. This takes the form OUT portnumber, data where portnumber is the code for which port you're using and data is the

byte you want to send. The portnumber codes are as follows:

- 0 for LST/PRN (the parallel printer port)
- 1 for AUX (the modem serial port)
- 2 for CON (the console screen)
- 3 for MID (the MIDI Output port)
- 4 for IKB (the intelligent keyboard processor)
- 5 for VID (the console in transparent mode)

The first two are the most useful because these are the likely places with which you can interface home-made devices. Control of switches or LEDs is most suited to the parallel port because with this you can send out eight single-bit commands at once, rather than sequentially. However if you need to send out more detailed information (a string of command bytes to a remote processor for example), you should use the modem port.

PATH OVER TROUBLED STREAMS

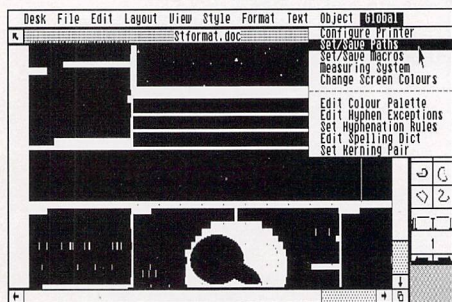
Mark Keeling has a problem (apart from forgetting to address his letters, that is!). He's using Soft-Logik's PageStream DTP package and has trouble importing pictures, whatever their format. He's also having a hard time typing words onto the screen because they're all coming out as black blocks. Understandably, he wants to know why this is happening. Well, Mark, there is a simple explanation to all this. Most likely, it's caused by the fact that your version has not been correctly installed onto your ST. The way to do this is not made totally clear in PageStream's manual, so it's not surprising you're having this problem.

First, check your backup disk for a file called PGS.INF or PGSUK.INF (it's the .INF bit that's important). This is the configuration file that is scanned when PageStream boots up, and it con-

tains all the pathnames and directories which PageStream needs to find fonts and import and export modules. If the entries in the .INF file are incorrect or don't exist on your disks, then you get the symptoms Mark is experiencing. It is possible to edit the file with a word processor, but this is not recommended as there are unprintable characters in the file which may crash your particular word processor.

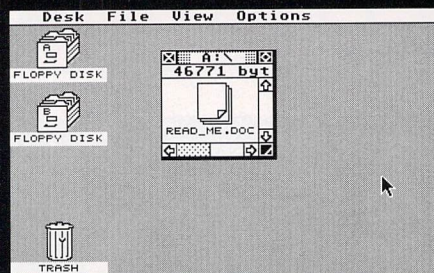
The best way of re-routing all the directories to your own ones (as opposed to SoftLogik's defaults) is to rename the .INF file to something else (so it's not scanned) and just let PageStream boot up as normal. Then create a new document (so that you can access the Fonts menu) and select the Manager button on the window that appears. Use the Add function to tell the font manager where all your fonts are located. If you're using a floppy drive system you can put them on drive B so that the program asks you to swap disks when loading. When you're done, press Default to save the new configuration to a brand new .INF file.

Finally, you should use the Set/Save Paths menu option in the program to store the directories and pathnames for all your relevant file storage. You need to create a document for drivers (the import and export modules – plus printer drivers and palettes), pictures, text, and PageStream documents. Again, when you're finished, save your setup by pressing the Default button. Now when you load up PageStream from cold, it can locate all the missing bits and you can say goodbye to the black block problem.



While it's an excellent DTP package, PageStream needs setting up properly before you can get the best out of it. You've got to make sure that it can find the fonts and import/export modules first, or things are going to look decidedly naff on-screen!

TOP TEN BEGINNERS' QUESTIONS



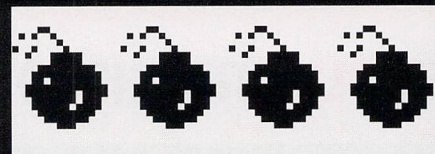
What's up, doc? I just dang bought me an ST and ah'll be blown if ah can find out how to make these here readme files work gawd dang properly

1. How do I create doc files?

You can create these with most word processors which can save data as ASCII (1st Word, Protext, ST Writer and so on). Just type in the file, save it and then you can double-click on it straight from the Desktop.

2. Do I really need a colour and a mono monitor?

Not really. It largely depends on the work you want to do on your ST. Virtually all games require colour monitors, while most business, desktop publishing and music programs work best on monochrome displays.



Nyargh! What happened to my flippin' program? And what the blue blazes are all these time bombs about? Luckily, they can tell you quite a bit...

3. When I see bombs, does it mean my ST is broken?

No. The bombs indicate a system error or some kind of program crash. They're there for programmers mainly, but the number of bombs relates to the type of fault. The standard codes are 2 bombs = Bus Error, 3 = Address Error, 4 = Illegal Instruction, 5 = Division by Zero, 6 = CHK exception, 7 = TRAPV exception, 8 = Privilege Violation and 9 = Trace Exception.

4. During some games which ask for a disk swap, my drive keeps on spinning. What should I do?

Don't panic! Often this is because of sloppy programming, or certain simultaneous events confusing TOS. Check that the drive light is off. If it is, then swapping won't hurt. If the light is on, wait a while because data may be being written to the disk. Eventually the ST's time-out facility should realise the drive is still spinning and turn it off. If this doesn't happen, check to make sure that there are no click-click-click sounds coming from the drive before you swap your disk – these signify that the drive-head is moving from track to track.

5. Are all games compatible with every ST and STE?

No. Bit of a sore point that one. Some older games only work on STs and crash horribly on

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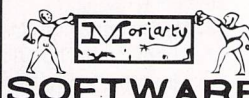
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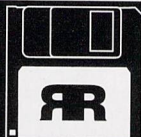
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NOW LISTEN UP!



Are you a bit envious of Amiga games machine owners because of their sound quality? You needn't be, because **Daniel Hallett** from

New South Wales has hit upon a solution to give you better sound output from your ST. The reason most STs sound a bit naff is because of the poor quality of the speakers in your monitor. Wouldn't it be nice to be able to pipe the sound straight into your hi-fi or ghettoblaster, where you can boost the treble or pump up the bass to really get things swinging?

If you've got an hour or so, a tenner to spare and can handle a soldering iron, then this tip is for you. By following the steps below, you can fit a small socket to the monitor which enables you to enhance your ST's dulcet tones tenfold. Before you start, you need a few bits and pieces.

- Atari SC1224 monitor (but it may work on others too)
- Three pieces of insulated copper wire, approximately 30 cm long
- One 3.5 mm female stereo socket
- One "Y" cord (a 3.5 mm male stereo plug at one end with two RCA phono male plugs on the other two)
- Blu-Tak or glue
- philips screwdriver (preferably long)
- soldering iron with solder
- needle-nose pliers
- wire strippers/cutters
- handheld drill with a drill bit as wide as the 3.5mm socket

Before opening the casing find a clear work area and use some soft padding to protect the front of the monitor. Make sure it's switched off and the mains plug is removed from the wall socket!

1. Unscrew the casing of the 3.5mm socket and make sure there are three pins (two short, one long) with solder holes in them.
2. Solder a length of wire to each pin.
3. Join the two wires coming off the short pins. Solder them together securely.
4. Place your monitor facedown on your prepared work surface.
5. Remove the 6 screws from the casing and

remember where they go (they are all of different sizes and lengths).

6. Remove the casing slowly. As you begin taking the back casing off, you find two wires (red and blue, twisted together). These go through a small connector which you must disconnect.

7. Remove the casing completely. There is no need to touch the insides of the monitor itself. You'll find the speaker mounted on the inside of the back casing.

8. Measure the correct hole positioning:

from the back to the front, measure 15 cm

from the top to the bottom, measure 13 cm

9. Drill a hole at the measured position using a bit that is just larger than the threads of the 3.5 mm female socket. Clean up any plastic from around the edge of the hole when finished.

10. Feed the previously soldered wires through the hole and place the 3.5 mm female socket into the hole so the socket faces out and the wires face in. Put the socket-casing back on. Screw it on tight so that it doesn't come off.

11. Solder the two wires (which you soldered together) onto the tab on the speaker with the red wire connected. Now solder the single wire to the other speaker tab (with the blue wire connected to it).

12. Blu-Tak or glue the loose wires to the inside of the monitor to prevent fouling when you put the casing back on.

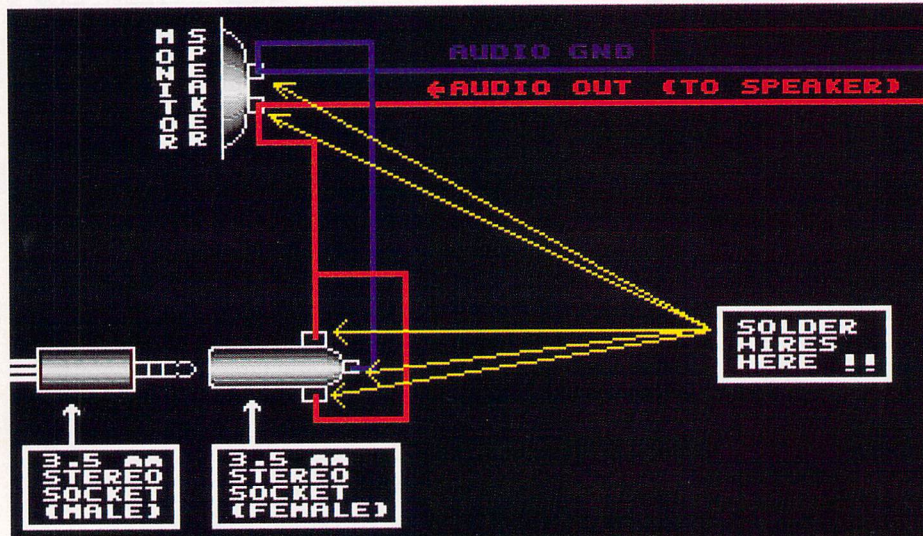
13. Slowly put the casing back on and remember to feed the monitor cable through the back of the casing. Now reconnect the small coupling back together (it only joins one way).

14. Slide the casing fully together and put the screws back into their correct positions.

15. Now just reconnect your ST and monitor, and then use the "Y"-cord to connect the new socket to your hi-fi or boom-box. You can control the volume level using the hi-fi or monitor volume knob.



■ This is the lead you need to make your monitor talk to your hi-fi. The Y-piece cable simply joins the output signal (left) to two standard hi-fi connectors (right), duplicating the sound on both channels



■ Turn your boring monochrome monitor into something really special. Follow Daniel Hallett's advice and give it a combined headphone-output and hi-fi feed for less than the price of a budget game! Cheap or what?

...continued from page 124

STEs. If you have some of these, try getting in touch with the software houses which made them. They may be able to supply you with a modified STE version. Most new games are designed to be compatible, so you should be okay if you buy recent releases.

6. How do I stop viruses?

Unless you need to write data to your disks, always make sure you write-protect them. Simply ensure that the notch in the top righthand corner of each disk is open.

Switch the power off at the main switch before inserting any new disk in the drive and let the ST boot without a disk in the drive. Also make sure you buy *ST FORMAT* next month. Why? Because we've managed to secure the much-recommended *Advanced Virus Killer* from On-Line for next month's Cover Disk. It kills all known viruses – dead. We're also doing an in-depth feature on viruses: what they can do, how to prevent them and so on.

7. How should I go about upgrading my STFM or STE?

Many of *ST FORMAT*'s advertisers can help with memory expansions a 520ST(E) can be turned into a 1040, a 2MByte or a 4MByte machine with very little effort. STes are especially easy to expand because the memory is of the plug-in variety. Other upgrade kits can turn old single-sided drive machines (most of these are second-hand deals only nowadays) into a double-sided system in about half an hour. Alternatively, many of the same advertisers offer an engineer service that take on the work for you. This is safer, but as you'd expect it's a little more expensive.

8. How do I back up disks?

It depends on the type of disk. If it's a commercial game, usually you can't back it up at all. Argue with the software house like hell if your disk goes down, but don't try to copy it yourself. For other non-protected disks, there are two methods. One is to drag the Floppy Disk A icon on top of the Floppy Disk B icon. This tells the ST to copy from A to B, but only works properly with standard nine sector Atari disks. Many PD disks are ten sector, and you can only copy them using the following method.

Open up windows for drive A and drive B, highlight the files on A (by dragging a rubber-banded box around all the icons, or selecting them one after the other with the <Shift> key held down) and then drag them all to window B.

9. What the heck is a root directory or a pathname?

The root directory is the name given to the first group of files you see when you double-click on the Floppy Drive icons. The directories or folders are arranged like a tree, with many folders and sub-folders all branching out from one common point. This is the root directory, and it appears as A:\ or B:\ in the window info bar. Pathnames are just the strings of folders and sub-folders used to access a particular file or folder. A:\FOLDER1\FOLDER2*.* is the pathname for all files in FOLDER2, which is inside FOLDER1 on the disk in drive A.

10. Why didn't I buy an Amiga Games Machine?

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Presenting

PROTEXT 5.0

Five years to the month after Protex version 1 was launched Arnor are pleased to present version 5, an enormous leap forward in both ease of use and performance.

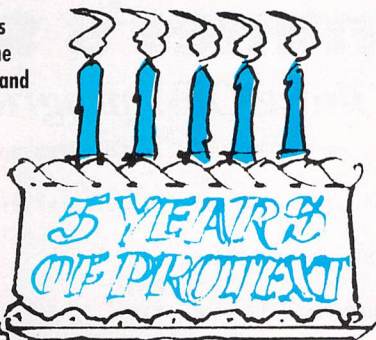
Protex 5.0 introduces a completely integrated system of pull down menus and dialogue boxes. The menus are among the many operations that may now be carried out with either the mouse or the keyboard. Protex really does give you the best of both worlds.

Protex 5.0 handles printer fonts flexibly and accurately. You can make full use of any number of proportional printer fonts, mix them freely within any line, centre them in headers, use automatically formatted footnotes. And Protex correctly formats your text as you type it, no matter how many font changes you use, showing you line and page breaks exactly as they will be printed.

Protex 5.0 is still the fastest word processor around. Even though we have made all these major improvements we have taken great care to ensure that text editing is as fast as ever. The menus work smoothly and quickly even with high resolution displays. But of course, you can use Protex's efficient set of commands and keys just as before and 5.0 remains compatible with all earlier versions from 1.0 onwards.

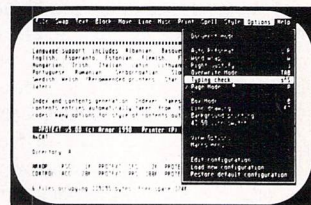
Protex 5.0 is a worthy successor to version 4, which was described as "the best word processor at any price", "the best text processor on the Amiga" and "the most powerful word processor on the Atari ST" (AUI, ST/Amiga Format, ST User).

Protex 5.0 heralds a new era of multi-lingual European software, in time for 1992 and the opening up of Eastern Europe. Protex may be used in at least 27 different languages and has 10 different national keyboard layouts built in (plus the capability to define your own symbols and keyboard layouts).



The Features

✧ **New fast & easy to use pull down menu system** with dialogue boxes and alerts; file selector; mouse dragging to set blocks. Menus complement existing commands and keyboard shortcuts, do not replace them. Menus may be used with mouse or keyboard. Amiga version follows Intuition guidelines.



✧ **Enhanced printing capabilities** supports multiple proportional fonts; mixing of different font sizes on the same line; proportional formatting whilst editing; side margin, headers and footers independent of main text font. Tabs, decimal tabs and centre tabs. Extensive range of printer drivers supplied.

✧ **Multiple file editing** - up to 36 files may be open; split screen editing.

✧ **Graphics mode support** on PC allows use in virtually any text or graphics mode including 132 column or 75 line VGA modes; user defined characters and on-screen bold, italics and underlining now on all versions; use of 13 different accents on any character.

✧ **Language support includes** Albanian, Basque, Czech, Danish, Dutch, English, Esperanto, Estonian, Flemish, Finnish, French, German, Hungarian, Irish, Italian, Latin, Lithuanian, Norwegian, Polish, Portuguese, Rumanian, Serbocroatian, Slovak, Spanish, Slovene, Swedish, Welsh. (Note: some printers do not support all languages).

✧ **Index and contents** generation. Indexer takes marked words or phrases; contents entries automatically taken from titles wrapped in control codes; many options for style of contents output.

✧ **Spelling checker** features completely new 110,000+ word Collins dictionary with very fast phonetic lookup. Anagrams and find word pattern. Foreign language dictionaries (German, Swedish available now, others to follow).

✧ **Many other enhancements** including multi-line footnotes and endnotes; automatic timed save; add column or row of figures; indent tabs; find word at cursor; 40 column mode support; sentence operations; inter-paragraph space; much improved expression evaluator; self incrementing variables; Roman numerals; newspaper-style column printing; file sorting utility with special options for names and addresses; revised manual plus new tutorial guide.

✧ **And don't forget Protex still includes** background printing; box manipulation; macro recording; exec files; headers and footers; find and replace; mail merging; undelete; file conversion utility; configuration program; auto reformatting; on screen help; time and date; typewriter mode; line drawing; disc utilities.

Prices

Protex 5.0 may be purchased from any good computer shop or directly from Arnor. Upgrades from earlier versions are only available from Arnor and the original discs should be returned with your order.

	PC	Amiga	ST/TT	Archimedes
Protex 5.0	£149.95	£149.95	£149.95	£149.95
Upgrade from v4.2	£60	£60	£60	N/A
from earlier versions	£75	£75	£75	N/A
Protex 4.2	£99.95	£99.95	£99.95	N/A
Prodata 1.1	£79.95	£79.95	£79.95	due 1991 Q1

Notes:

Protex 5.0 requires at least 640K of memory on all machines
 Protex 4.2 requires at least 512K of memory on all machines
 Prodata requires 1MB of memory on the Amiga

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➤ MONITORING THE MODES

The term "resolution" has slightly different meanings depending on what you're talking about. If you're talking about the ST's screen resolution, it means the three different screen modes you can obtain – 320x200 pixels, 640x200 and 640x400. With monitors, however, resolution describes the actual spacing between the blobs of phosphor on the inside of the monitor tube. These are the things that glow and give you a picture. The spacing between the dots is known as dot pitch – the closer the dots, the higher the potential pixel resolution you can display. While

these are industry-standard terms for determining tube types, Atari use "resolution" simply to demark their chosen three modes for the ST.

Even if you assume that the dots on a tube are suitably spaced to show a high-res screen, a

monitor may still not be compatible with your ST's monochrome high-resolution. The only way to be sure is to check the synchronisation modes of a monitor before buying. Here's a list of typical monitor specs and the modes they work in.

	LOW RES	MEDIUM RES	HIGH RES
Pixel resolution	452x585 or more	653x585 or more	895x585 or more
Dot pitch	0.63mm	0.41mm	0.31mm
Vertical sync	50 or 60Hz	50 or 60Hz	71.2Hz
Horizontal sync	15.7kHz	15.7kHz	35.7kHz
Input video level	----- 1 Volt (DC) peak-to-peak (NOT TTL!) -----		
Input audio level	----- 1 Volt (DC) peak-to-peak (NOT TTL!) -----		
Check these specifications with your dealer before you fork out for your monitor – especially if you're not sure. In any case, you can usually find out this information from the monitor's manual.			

EH? WHAT SHORT-TERM MEMORY?

Brian Douglas from Morecambe is having a few problems with SIMMs while upgrading his STE to one MByte. His first problem occurred when he tried to fit the things into the STE's sockets. They wouldn't fit without desoldering the tabs along the bottom. Brian did this but his STE subsequently started doing crazy things. Desktop icons were labelled in a strange alphabet and he found that the screen display was covered in a series of pulsating vertical lines. With the SIMMs removed, everything worked fine again.

Brian deduced that the SIMMs were damaged, probably by his attempts at reworking them. As it turns out, this is a fair guess, Brian. SIMMs are

incredibly sensitive devices – more so than standard DIL memory chips. The damage was most likely caused by static electricity, which has a habit of blowing the tiny diodes and transistors inside ICs.

There is a useful moral to this story. Always make sure that any upgrade kits you buy for your STE contain the correct SIMMs. These are 25609JA SIMMs (256K by 9 DRAM). Some STE owners may find that their machines are fitted with SIPs. These are exactly the same as SIMMs, but pre-soldered onto the circuit board. Unfortunately, you must remove the SIPs and fit in SIMM sockets if you want to upgrade your machine.

GFA Basic programmer's surgery

Barrie Capel again helps you out of those GFA programming blues

This month, we tackle a common problem people have with file saving. One reader wants to know how to stop his program from erasing files if an existing name is chosen by mistake – he isn't using a fileselector so he can't see the existing files on the disk when he wants to save a file.

Another wants to know how to automatically put an extender on a filename only if one is not present. His program puts the extender .FIL on automatically, but he gets filenames like, A:\PHONE.FIL.FIL, if he forgets and types in an extender as well as the filename.

The last one is easy to solve. When a filename has been entered, simply check for the existence of a full stop. This indicates that an extender has been entered. If you find one, and it isn't correct, delete it, replace it with the correct one and then finally add the drive and pathname. Next we use EXIST to see if the file is already on

the disk. If it is, you can put a warning Alert box on the screen. In this example though, you can rename the extender of the file on disk to ".BAK" before saving the new file.

The listing EXTEND.LST shown below assumes that you are using drive A and that the files saved have .FIL for the extender. Alter them to suit your own tastes.

LISTING 1 – EXTEND.LST

```
Input F$
Dot%=Instr(1,F$,".")
```

```
If Dot%>0
```

```
If Right$(F$,4)<>".FIL"
```

Enter filename
Search for a '.'
in the name. If
found then dot%
will be >0
There is a full
stop
Are last 4
characters '.FIL'?

```
F$=Left$(F$,Dot%-1)
```

```
F$=Left$(F$,8)
```

```
Endif
```

```
Else
```

```
F$=Left$(F$,8)
```

```
Endif
```

```
Full$="A:\"+F$+".FIL"
```

```
If Exist(Full$)
```

```
PRINT Full$;" Exists - Renaming File  
On Disk To .BAK"
```

```
Newname$="A:\"+F$+".BAK" Create new  
'BAK' filename  
Name Full$ As Newname$ Rename existing  
file
```

```
Endif
```

```
Now place the rest of your save routine here to  
save the full$...
```

■ Quite a few letters recently have been on the subject of disk accessing – including questions on the differences between the various GFA Basic commands for loading and saving data. The answer is quite a lengthy one, so we'll deal with this next month. We also take a look at another complicated subject – how you can create GEM drop-down menus. If you have any questions about the subjects or any other GFA Basic problems then pop them down on a letter and send it to the usual address.

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Bear your chest in public – and if you can't – do the next best thing and spread the good word. If you've got a tip, a short cut, an undocumented feature, a bug, a password – in short, anything at all you've found helps you get more from your ST – we want to hear about it! That way you can share your information with well over 60,000 fellow ST enthusiasts and possibly win up to £50. Ask a good techie question and you could win £20. Offer an even better answer and you could find a £30 cheque on your doormat! But what's money got to do with it? Erm – don't answer that one, just send your tips in NOW!



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Feedback

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Like a Virgin, again

I read with interest Tan Shah's comments on Virgin's policy regarding software returns in your July issue [Feedback, STF 24]. Our policy is most certainly *not* to automatically exchange any items returned. It is to exchange those where there is a good reason to do so – ie a faulty product or a genuine mistake.

Unfortunately, as you will appreciate, it is not always possible to check every fault (unlike with music CDs or cassettes), especially if the problem is not evident until well into the gameplay. Therefore, in the interest of good customer service, we would give the benefit of the doubt with such cases. However, we will test the product wherever we can.

The idea that retailers such as ourselves would encourage piracy is ludicrous – the problem affects is as deeply as it does software houses and we are completely committed to stamping it out wherever possible. Mr Shah – whose claim to work for us is untrue since he left our Oxford Street store in October of last year – is not well informed of our policies.

Nick Garnell

**General Manager, Games
Virgin Retail Ltd, London**

stf I'm glad to hear that Virgin are committed to stamping out piracy, but still not sure that their policy helps that. A game either loads (and is therefore okay) or it doesn't. The only "faults" that don't become evident until well into the gameplay would be bugs in the programming, and it would be surprising to find many games getting released with such bugs, considering how extensively the software houses test new games. It still sounds as if Virgin aren't treating computer games differently from CDs or cassettes.

Hard? Not half

 I am writing to complain about the letter from Steve Bassett in the May issue of *ST FORMAT*, complaining about games being too hard. Personally, I think Mr Bassett is a shandy-drinking tart who wouldn't know a flight simulator from a boiled egg. I don't know how he has the face to say games are too hard when programmers and graphic designers put so much hard work into their games.

If Mr Bassett finds games "too hard" then why doesn't he start off with Tic-Tac-Toe or computer Scrabble and work his way up to the so-called "hard games." I feel he has no right to criticise the hard work of others. A friend and I are busy trying to put a game together at the moment and we find it totally demoralising for fuddy-duddies like him to complain about the level

of difficulty. He must realise that programmers are trying to make games as real as possible.

**C. McLaren
Tyne and Wear**

stf The thrill of any game centres on setting you challenges to overcome. The more obstacles thrown in your path, the faster and more adept you become at tackling them. A successful game constantly needs to keep up with the abilities of the player – going neither too fast nor too slow.

Not all games get the balance right: *Electronic Arts' Imperium* was too tough and *Dragon's Lair* was too easy. Programmers can often get carried away and make a game too hard without realising it. In the case of *Rick Dangerous*, the programmers at *Core Design* played the game over and over again to test it for problems and in the process became better at tackling those problems. Thinking the game must be too simple for most game-players, they increased the difficulty level far too much. As a result, *Rick Dangerous* was so hard that you had to have the cheat codes to play through more than two levels. In the end *Microprose* released a new version which gave players a choice of which level to play.

In most cases I think the software publishers have got the skill levels about right. *Loom* was an

easy adventure and *Yolanda* was an incredibly difficult platform game, but these occasional exceptions are tailored to meet specific ability levels. This kind of support keeps us all happy.

Those were the days

As the power and graphical capabilities of the ST continue to improve, modern games are often less playable than the 8-bit hits. Although I own many good games for my ST, none so far are as enjoyable as some XE classics. These include *Rescue on Fractalus*, *Koronis Rift*, *The Eidolon*, *Loderunner*, *Stealth*, *Spellunker*, *Star Raiders 2* and *Tail of Beta Lyrae*.

Will any of these great games be converted to the ST? I hope some software houses have the vision to recreate these classic games for the new generation of game-players.

**W Bainbridge
New Zealand**

stf Many PD libraries contain versions of the games you seek. Scour our PD listing on page 87 for more information. Older games placed greater emphasis on gameplay. Compared to the ST, the XL is an inferior machine incapable of producing exciting graphics, so any games that emerged had to be frighteningly addictive rather

ATARI'S FAMILY CURRICULUM

■ Why Atari got it right

I was delighted to see the review of the Atari 1040ST Family Curriculum pack in the July issue of *ST FORMAT*, and wholeheartedly agree with the verdict reached by David Jones that it is "the best of the computer and educational software bundles around at the moment." However I would still like to raise several points.

With the launch of the 1040ST Family Curriculum pack, Atari are not seeking to "cash in" on the importance of information technology within schools (although we are keen to see as many STs in schools as possible). The concept behind this new pack was to move away from the traditional one machine/one user approach to computing and to produce a package that is relevant and useful to a modern family.

The rationale for developing this pack has been derived from some fundamental market research into the attitudes and beliefs of ST users. Although most STs are used by people who understand its capabilities and know what they want to do with it, most are bought by parents who don't understand the difference between computers and consoles.

With the launch of this pack we're trying to address two key concerns that our research had indicated customers have when considering purchasing 16-bit computers.

The first concern was that if parents bought a computer for their children, it would turn them

into "anti-social morons" who would "forget how to talk to people" and spend all their time playing "silly games." With the 1040ST Family Curriculum pack we are trying to show that (a) the pack is suitable for all the family and not just one "anti-social" member, and (b) since there isn't a single game included in the pack there must be other more productive aspects of computing than game-playing (the end user knows that if he or she wants to play games there are hundreds of titles available to choose from).

The second concern was that if parents bought the Atari ST for their children, would they be able to use it for word processing or with other non-game software? Again we have tried to demonstrate that the ST is a flexible and powerful computer by including a wide range of software titles within the Family Curriculum pack itself. It is important for us to show how versatile the Atari ST can be.

With regards to the quality of software contained in the Family Curriculum pack, we are happy with the overall quality and would endorse David Jones's statement that "the programs in the pack are not necessarily the best on the market" but are "simply examples of what is available." The breadth of software in the pack was as important a consideration in pulling the contents of this package together as the quality of the individual programs. The fact that one of the modules achieved a rating of

ck

than visually inspiring. The likes of yesterday's Pacman, Space Invaders and Defender spawned today's Xenon 2, Flood and Corporation.

Many of the newer ST games concentrate on top-of-the-range visuals and sound effects, but often at the expense of gameplay. New game styles are few and far between, but when a new idea emerges it often races right up the charts. Lemmings, for example, is a totally new idea, with the emphasis on addictive gameplay over visuals and sound effects. Last month's *FORMAT* Gold award is testament to how good it is. Populous and Sim City are original ideas and they too concentrate not on the effects but on the gameplay. Why turn to PD versions of old classics when you can find original and addictive gameplay among today's big releases?

Hydra's lack of stereo

I've been reading with interest the letters from STE owners asking when STE versions of games are going to be available. My friend Douglas Little happens to work for Ice software in Glasgow. Their last project was *Hydra* for Domark. He wrote a routine which enabled the STE to play a superior soundtrack for the game. This soundtrack was in true stereo with certain instruments changing speakers as the tune played. (I can vouch for this because he showed it to me and it was very good.) A copy was sent to Domark for playtesting. Shortly afterwards Domark got ➤

THE SHORTER, THE SWEETER

If you can fit all you want to say on a postcard, just send it to the usual address

■ Can you tell me if there are any baseball games available for the ST at the moment?

Roger Railton, Durham

– Domark are currently working on *RBI Baseball*. Watch for next month's full review.

■ Today I decided to have a go at your assembly programming tutorial. I managed to get up to the part where you have to type in the figures that locate the memory space for the sprite. In the next paragraph it says to assemble and run the program. I managed to assemble it, but how on earth are you meant to run the program?

Oliver Canwell, Eastleigh, Hants

– If you've managed to assemble the program, the next step is to quit back to the Desktop and then double-click on the new .PRG file.

■ It would be a real favour to us lost souls out here in Mono Monitor Land if you could publish a list of games that run in high res. I've heard that some titles, like *Flight Sim 2*, run in mono, so is there any chance of a list in the future?

DP Hackett, Glasgow

– We're currently in the process of re-thinking the way we handle our game reviews. If anyone has any ideas on the ratings categories or other information provided, then please drop us a line. If you look at this month's Toki review (page 50), you'll see that we are already printing details about the kind of drive you need to run the program. As for a list of high res games – anyone else keen on the idea?

■ I own an STFM but would like an STE. Will all the games I already have work on a new STE?

William Senior, Buckingham

– When it was released at Christmas 1989, there were many problems with games that wouldn't run on the STE. All these problems have now been resolved. Older games were updated to

run with the STE and all games produced in the '90s have been tested to ensure they work with the STE. If you bought any of your games before 1990 there's a strong likelihood that you're going to have compatibility problems. If you do, contact the companies concerned and find out if they produce an STE version.

■ How do you know which version of the ST you have without stripping it apart?

DC Jamieson, Birmingham

– On Cover Disk 23 we ran a Public Domain utility called *ST Type*, which tells you exactly what TOS version your ST uses. (Missed it? See page 122 for our back issues department.)

■ I have an Atari 520 STE with a Philips CM8833 Mark 1 Monitor. This gives a good picture but I'm annoyed that the sound only comes out of one speaker. This monitor is supposed to be ideal for my STE because it has stereo sound.

Luke Smith, Buckingham

– If you're having trouble obtaining stereo sound output, you might try *Siren Software's Sound Blaster*. It contains an amplifier and two speakers which attach to your ST through the monitor port. Switch on and you can obtain loud, stereo sound through the supplied speakers. What's more, *Sound Blaster* also works with the STFM, although obviously you cannot obtain true stereo. Turn to our Special Offers pages on page 134 and you can get hold of *Sound Blaster* for only £39.99, a saving of £13.

■ As part of your excellent articles on DTP, you have cited examples from a magazine called *Pagan News*. Can you tell me where I could obtain a copy?

John Upton, Brighton

– Certainly. Contact Box 175, 52 Call Lane, Leeds. LS1 6DT for more information.

PACK – REVIEWING THE SITUATION, AGAIN

94% (equal to that of *Lemmings*) and the average rating across all modules was over 77% indicating we haven't skimped on quality.

I believe that all the programs are well constructed and suitable for novices as well as slightly more advanced users. I also believe that users may well seek to upgrade some of the programs when they become more familiar with them. If this leads to a wider range of "serious" software being developed for the ST, then I believe that Atari and the readers of *FORMAT* will be very happy.

Peter Staddon

Marketing Manager, Atari UK

■ Where *FORMAT* got it wrong

I am moved to respond to the review of the programs we supplied to Atari as part of the Family Curriculum Pack. I find it hard to believe that the writer has used the programs because of the number of inaccuracies. The list of features supposedly missing from *ST Word*, for instance, includes reformatting, alterable line spacing, bold, underline and italic text. All these features are in fact built in.

The SUM command which the writer claims is missing from *ST Calc* is in fact included. The writer also seems to find the formatting of cells difficult. Happily, real users do not seem to consider it a problem to read options in a selection box and click on the ones required. *ST Calc* is

not as good as our state-of-the-art version 4, but it's still a reasonable introductory package and upgrade rights to version 3 or 4 are available if the user desires.

According to the writer, the searching on *K Data* is difficult – I won't bother to quote the childish simile used. We have a very large number of users who would disagree – children included. The searching and report facilities are generally regarded as very straightforward to use: select the field name and criteria (both from an on-screen list) – Name = Smith, for example – click on "Find First" and the search occurs. More complex searches involving data in different fields can be built up in the same manner. If your reviewer finds on-screen lists difficult to use, I suggest he returns to shooting aliens.

I find it incredible that a supposedly reputable publisher, albeit of a primarily games magazine, should print an article with this number of inaccuracies – the list goes on but life is short. The business programs supplied in the Family Curriculum Pack are not "fundamentally flawed." They are meant as introductory programs and fulfill that purpose well.

Jon Day

Marketing Director, Kuma Computers Ltd.

stf For readers who missed last month's review of Atari's new Family Curriculum pack, Mr Day's criticisms concern our brief review of the pack's

"Business Computing module," containing programs supplied by Kuma. This module is one of five in the pack, and the paragraphs dealing with it account for about one-fifth of the review.

David Jones was chosen to review the Family Curriculum pack because he is a practising schoolteacher. I considered his knowledge of the school curriculum and his understanding of the way children approach ST programs ideal for this type of review – he certainly doesn't come from a games background.

Nor is *ST FORMAT* primarily a "games magazine." Long before Atari themselves thought up a Family Curriculum pack to "show how versatile the Atari ST can be," *ST FORMAT* made a point of covering the vast range of ST applications. I hope that features such as this month's roundup of printers and memory upgrades prove that we deal as professionally with "serious" packages as we do with games.

As for the programs Mr Day mentions, we are happy to set the record straight and, in the light of these corrections, to increase the *STF* Rating for the Business Computing module to 69%. However, as both Peter Staddon and Mr Day point out, the programs in question are not exactly state-of-the-art, and we still feel that the Business Computing module doesn't reach the high standards set by the pack's exemplary first module in particular, which earned an impressive rating of 94%.

in touch saying that they didn't want any STE enhancements to the game and that the ST music should be used. Because Domark were only paying a flat fee for the Hydra contract to Ice, they weren't saving any money by not having STE features. As it is, the game is just another 3D shoot-'em-up that will sell on the strength of its arcade name.

Noel Wallace
Lanark

stf We contacted Clare Edgeley, Marketing Manager for Domark, on your behalf, Noel, and received this response:

"Many thanks for the opportunity to answer Noel Wallace's letter concerning the lack of STE music for our recent release, Hydra. I'm afraid that Noel has a few facts confused, but first I would like to point out that where possible we do try to support the Atari STE. In this case, when the original contract was signed months ago, Ice were commissioned to produce only an ST version. Later on in the production of the game they approached us with an idea for doing an STE version because they felt it would be a very interesting exercise.

"Unfortunately, nothing was agreed formally and when the finished version was presented to us, it was felt that, as much as we would have liked to, we couldn't take the STE version. This was because of the large financial commitment required – both the STE music and graphics were being charged at an additional rate.

"I do hope Noel appreciates that it wasn't just a matter of ignoring the STE enhancements. Had they been budgeted for at the beginning of Hydra's production, I'm sure he would have been playing and listening to them now. However, Ice are a very talented team and though Hydra didn't receive the STE treatment, I'm sure their future titles will benefit from this experience."

Stick of the world

On 9 April I ordered a "Competitor Pro" joystick from Worldwide Software – as advertised in the

May issue of *ST FORMAT* (page 100). The cheque I enclosed for £12.95 was cashed on 28 April. After getting the June issue of *ST FORMAT* (about 9 May), I noticed the Worldwide Software advert had not appeared. Since I had still not received my joystick I tried to ring the company, but couldn't get through. Could you please tell me if the company has gone bankrupt? If so, is there anything I can do?

Liam Westaway
Cheshire

stf I'm sorry to have to report that Worldwide Software is in the hands of the Official Receiver. However, apparently their books are in very good order so you should get your money back. If you have any claim against Worldwide (and not any other mail order firm), contact Mrs EV Church at the Official Receiver's Office, Severns House, 20 Middle Pavement, Nottingham NG1 7DW.

Why aren't we in it?

I have noticed that the *FORMAT* PD Directory only contains a list of commercial PD libraries. It does not include any of the smaller libraries, run from the bedrooms of individuals who wish to provide a high performance service at the minimum of cost. These smaller libraries, although they may not have a huge collection of software, can still provide a friendly and reliable service.

Adrian Judd
The Surrey PD Club, Surrey

stf There's so much Public Domain software available, it's easy for anyone to set up a PD library. Although we state quite clearly that inclusion in the *ST FORMAT* PD listing doesn't imply that we recommend such libraries, inevitably our readers are going to use the listing as a guide to where they should go.

Although you say that PD libraries which are run from home benefit from having few office overheads, it's also true that back bedroom PD libraries tend to cease trading as quickly as they started. If you can send us proof that a library has been going for some time, offers good ser-

vice and can provide a healthy supply of disks, then we're more than happy to include their details in the listing.

Long-awaited Debut

Back in September I read a review of a game that was right up my street – *Debut*, by Pandora. Being such an egotistical *Sim City* type game freak, I've been searching for the game for over nine months now. Even pregnant women don't take this long – and I still don't have a copy.

Les Green
Clwyd

stf I've spoken with Pandora about your problem, Les, and it seems that *Debut* never hit the shelves because they ran out of money. The game was advertised all through 1990 but wasn't finished until the latter half of the year. Because it came out so late, Pandora couldn't continue the advertising campaign. This lack of support along with the nature of the game meant the High Street stores were reluctant to sell it. However, you can still get hold of *Debut* by calling Julian Jones at Pandora (☎ 0734 811145).

Incorrect disk data

In the July issue, you state that "so far as the ST is concerned, there is no difference" between the high-density (HD) and ordinary disk types. This is not correct. It's the experience of many users that high-density disks result in far more corrupt data. They are definitely a no-no for the ST.

Will Mowat
London

stf Sounds like you've suffered at the hands of a high-density disk before. If you need to store massive music samples or huge DTP documents, they may be essential, but otherwise steer clear. Using top-quality drive mechanisms like TEAC's might improve the odds a little but as we pointed out, HD disks are less reliable. Oh, and thanks for the letter, Will. You win this issue's prize for getting your name mentioned most often. **stf**

W A N T E D

WE WANT YOUR HONEST OPINION OF ST FORMAT — SO WE CAN MAKE IT EVEN BETTER!

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3. How do you rate ST FORMAT in terms of value for money?

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4. How much does the cover of this issue appeal to you?...../10

5. How much does this issue appeal to you overall?...../10

6. How does it compare with previous issues you've seen?

- ☐ Much better
☐ Slightly better
☐ The same standard
☐ Slightly worse
☐ Much worse

7. Please rate out of ten this and any other computer magazines you read regularly:

ST FORMAT...../10
...../10
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8. How useful did you find this month's printer roundup?...../10

9. What is it you like most and then least about this issue?

I most like.....

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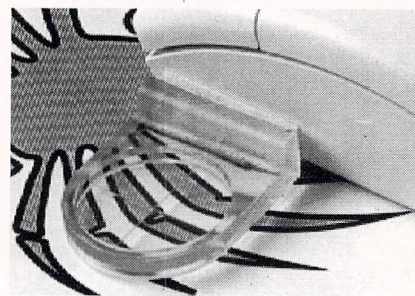
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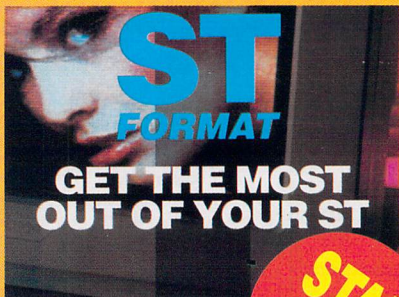
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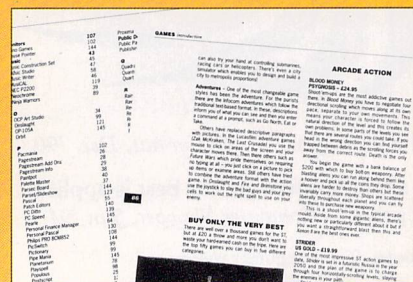
If you're looking for software or hardware to buy, handy tips or helpful advice about PD alternatives to full-price commercial packages – in fact, almost any information at all about your ST – then *ST FORMAT* is the place to come. We've published a book crammed full of definitive reviews of ST software across all fields including word processing, DTP, music, games, business packages, emulators, hard drives, printers and much more.

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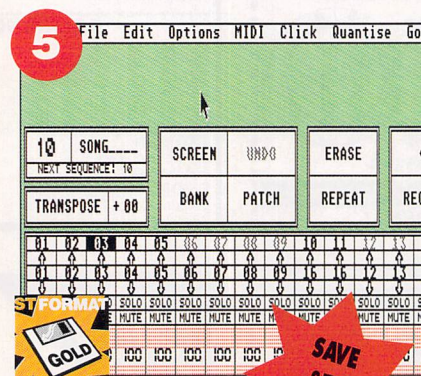
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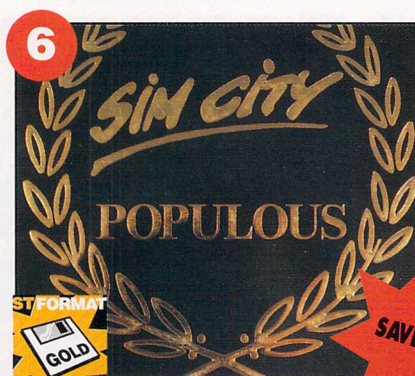
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Net yourself £25 worth of software and guarantee yourself a copy of Britain's biggest-selling ST magazine every month for the next year. Turn to page 122 now for *ST FORMAT*'s remarkable subscription offer



The *ST* FORMAT AUGUST quiz

Four versatile 24-pin printers from Panasonic are bursting to be won in this month's compo. Now comes the hard part...

It's that time again – time to see just how closely you've read this month's packed issue. Plough through these 20 brain-teasing questions, find the answers and you'll deserve a prize – but we've only got four fabulous printers up for grabs

- | | |
|---|--|
| <p>1 In what year was the ST Club PD library started?</p> <p>2 Simulmondo is the name of a French programming team. What does it mean?</p> <p>3 What's the name of Atari's latest new machine, revealed for the first time in this month's issue?</p> <p>4 The Mafia supposedly lent their support to a game on test this month. Which one?</p> <p>5 What arcade game, mentioned this issue, saw you playing the role of a soldier</p> | <p>flying around on the back of a huge bird?</p> <p>6 What TV program demonstrated 3D stereo sound three months ago from now (August)?</p> <p>7 Where do the proceeds from Microcare PD disks go?</p> <p>8 Name an adventure creator package selling for under a tenner.</p> <p>9 What does MMU stand for?</p> <p>10 Using the ST's Desktop, how much free space is available</p> |
|---|--|

on this month's Cover Disk (to the nearest Kilobyte)?

- 11** What favourite antique machine turned computing into a game of Russian roulette with its RAM pack wobble?
- 12** What does the ST-related term GEM stand for?
- 13** What game is described in this issue as "not as much fun as nude hang-gliding over Windsor Castle"?
- 14** What does a "two-bombs" error message mean?
- 15** Now that *Gods* is at the top of the charts, what game are Renegade intending to release next?

- 16** Name the first CD-quality sampler
- 17** How many men do you have at the start of a game of our *Mega Lo Mania* demo?
- 18** What game links the SIMIS programming team to Saddam Hussein?
- 19** Who created *Soul II Soul*?
- 20** What effect does the Ghost virus have on your mouse?

Write your answers on the back of a postcard and send them to August Quiz, ST FORMAT, 29 Monmouth Street, Bath, Avon BA1 2AP. All entries must be in by 5 August 1991 and not a moment later

THE RULES BOX

1. All entries to the competition must make it into the *ST FORMAT* offices by 5 August.
2. Employees of Panasonic or Future Publishing and their families are not eligible to enter.
3. Anyone who submits more than one entry to the competition is going to find the heavy mob on their doorstep one night – let's just say we're psychic (*shouldn't that be psycho?* – Ed).
4. No cash alternatives can be offered.
5. The Judge's decision is absolutely final, so no whingeing if you don't win.

IN NEXT MONTH'S *ST* FORMAT – ALL YOU EVER WANTED TO KNOW ABOUT VIRUSES

WIN! WIN! WIN!

Don't put up with poor quality printouts any longer. Get your hands on the Panasonic 24-pin dot matrix printer and you can print screen dumps, create professional-looking letters or reports and even give ET a shout using the extensive front panel controls (well, maybe not that bit)

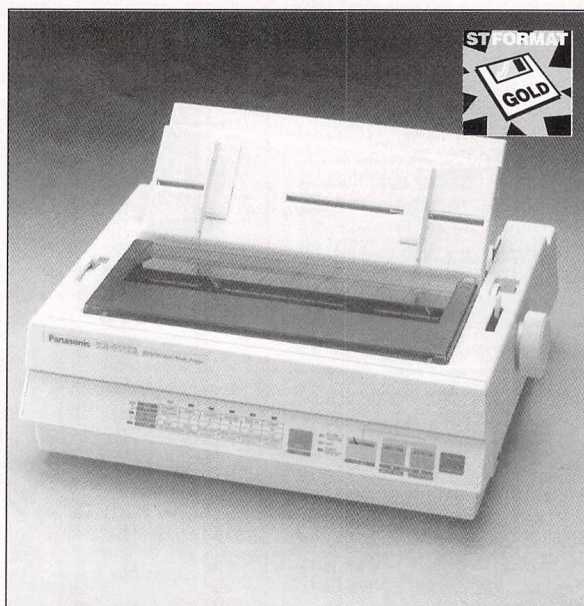
Don't drool over our titanic printer roundup (page 98) – get your thinking cap on and win your own. We've got four *FORMAT* Gold winning Panasonic 24-pin dot matrix printers up for grabs.

The KX-P1123 successfully marries crisp, dark output quality with high speed and versatility. In these sample printouts you can see the four different letter-quality fonts available. These can all be printed in a variety of type styles from double-height and expanded through to the more common italics and bold – giving you access to over 5,500 type styles when you combine different text styles with fonts. When it comes to printing graphics, the KX-P1123 offers

a resolution of 360 dots per inch – that's higher than a laser printer. With definable macros you can even set it up to go straight into the style you need at the press of a button.

When it comes to paper handling, this printer reaches the parts other printers don't reach. Paper can be parked so that you can use single sheets and continuous paper at the same time. When using tractor-fed paper a special perforation cutter means you don't waste any sheets.

To get your hands on one of four of these spectacular 24-pin printers just answer the 20 tricky teasers on the opposite page – it's as easy as pie!



■ The *FORMAT* Gold winning Panasonic KX-P1123 printer provides crisp, clear output. The extensive set of front panel controls means it's easy to change your printer setup without having to take your printer apart to find a set of awkward DIP switches

```

123456789:;<=>?@ABCDEFGHIJKLMN OPQRSTUVWXYZ
23456789:;<=>?@ABCDEFGHIJKLMN OPQRSTUVWXYZV
3456789:;<=>?@ABCDEFGHIJKLMN OPQRSTUVWXYZWX
123456789:;<=>?@ABCDEFGHIJKLMN OPQRSTUVWXYZ
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3456789:;<=>?@ABCDEFGHIJKLMN OPQRSTUVWXYZWX

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■ The Panasonic KX-P1123 is capable of printing in three draft and four letter-quality fonts so you can create professional-looking documents to suit any occasion – and there are four to be won

THE JULY QUIZ

The answers to last month's quiz for four Canon Inkjet printers were as follows. The winners will be announced next month

1. Trip-a-Tron
2. Deluxe Paint
3. A multi-timbral synthesizer
4. Atari's Family Curriculum Pack
5. VIDI-ST
6. Lewis Carroll
7. Megablast demo
8. 480
9. 400
10. Maelstrom
11. Gravis MouseStick
12. 4MBytes
13. 2K
14. Inkjet printer (hence the name...)
15. The Disk Company
16. Modulator
17. The ports are analogue
18. 640 x 400 pixels
19. The SAM digitiser
20. An emulator (as on page 92 this issue)

PLUS DON'T MISS MAGIC POCKETS ON NEXT MONTH'S DISK – OUT 8 AUGUST

Twilight zone

Strange stories, scandalous intrigue, weird tales of dogs in the snow...

TEN PET NAMES FOR YOUR ST

① **Mighty brain and wondrous resplendent one:** useful when you're trying to retrieve an extremely important file from a damaged disk

② **There's a large sledgehammer in the garden shed:** useful after the retrieve program tells you that your disk is damaged

③ **Useless piece of crappy beige junk:** useful after the retrieve program shrugs its shoulders and fails to find the knackered file

④ **Educational tool:** justification name (a). Useful when your mum's about and she's wondering why the programs you own have nothing to do with algebra or computer science

⑤ **Productivity tool:** justification name (b). Useful to explain to your partner or boss the many wonderful monetary benefits you can reap by installing an ST

⑥ **Bloody tool:** justification name (c). Useful after purchase and you're trying to work out how to use the ST via the manual alone. (Note: be careful your peers don't think you're talking to them when using this name)

⑦ **Little marvel:** post high-score pet name (a). Use only when you've beaten your best friend's score by at least 3,000 points

⑧ **Little despot:** post high-score pet name (b). Use only when your best friend's just beaten your high-score by 10,000

⑨ **Radical piece of technology:** post high-score pet name (c). Useful when you've just hacked into the program disk with a sector editor and modified the high-score table (a bit)

⑩ **Oomegosh:** not heard very often these days, but once a very popular pet name. Primarily reserved for those rare occasions when you're trying to locate your ST's CPU

THAT LETTER...

Ho hum – there are some cheeky sorts out there. We've had a charming letter from a chap called **Simon Biles** whose primary occupation is education and whose secondary occupation is being a forward young lad. (He said, gritting his adjetives.)

It seems that Simon is considering buying himself a 16-bit machine and way up on his list (naturally) is an ST. He wonders if we can send him a short resumé on why he should invest in an ST – plus a list of hardware and software available, details of compatibility with other machines (with examples) and a recommended retail price list!

We can only direct Simon towards his local computer shop. We humbly apologise to Simon for not replying to his letter (SAE not included), but we're too busy putting together a magazine which explains far better than any price list why you should buy an ST. And to all of you who have asked for personal replies to your letters, especially those who wanted us to send you exclusive hints and cheats for your favourite games: sorry, we simply cannot do it, even if you (unlike Simon) do enclose an SAE. But our favourite charity says thanks for the stamps.

I just can't find my ST FORMAT

Still having trouble getting hold of *ST FORMAT*? If your newsagent doesn't have a copy on the shelf, try asking the person standing behind the counter. They might have some more hidden away. If that doesn't work, check one of the bigger newsagents, like John Menzies or WH Smith. If you don't want to subscribe – and see page 122 for some good reasons why you should – fill in the form below and hand it to your newsagent. Every newsagent in the country will be delighted to reserve you a copy each month – even deliver it to your door.

Still no luck? Then call the extremely helpful Kate Hodges on 0225 442244 and tell her which of Future's magazines you're after and where you've tried to get hold of it. She can sort out your problems in no time at all!

Complete this form and hand it to your newsagent

Please reserve me _____ copy/copies of *ST FORMAT* every month, beginning with the September issue, out Thursday 8 August.

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To the newsagent: *ST FORMAT* is published by Future Publishing and is available from your local wholesaler. Send back all your Future shop save coupons for entry in a free draw to: Kate Hodges, Future Publishing, 30 Monmouth Street, Bath BA1 2BW

COMING NEXT MONTH

Keep both eyes wide open and groovy around Thursday 8 August for the next issue of *ST FORMAT*. It'll be packed to truly seismic proportions with a host of crucial features. We have a feature on viruses – squashing the myths about how they're transmitted and revealing all you need to know about how to recover from them. We're also giving away the complete version of *AVK* – the virus killer – on our Cover Disk. (It's currently being renamed.)

Another winner for our September Cover Disk: *Renegade* are giving away a demo of *Magic Pockets*. After the rave comments we received about our demo of *Renegade's Gods* on Cover Disk 21, we couldn't afford to miss this one. And we didn't!

For all of you interested in video following our feature last issue, don't miss our interview with a professional

video company who use an ST to produce TV advertisements. In the meantime, keep an eye out for the Comfort ad if you want to see what creative masterpieces they've been producing.

Keen on DTP? You won't want to miss our detailed look at *Calligrapher*, the powerful "document processor." Plus – the Bullfrogs return from their holidays and bring their assembly programming series back with them.

Then there's our regular PD section, heaps of tips in *Gamebusters*, another huge quiz and more game reviews than you can shake a pogostick at – possibly even (sigh) a review of *MidWinter 2*.

So make sure you get down to the newsagents on Thursday 8 August – or better still turn to page 122 and find out how you can subscribe to Britain's best-selling magazine for your ST.

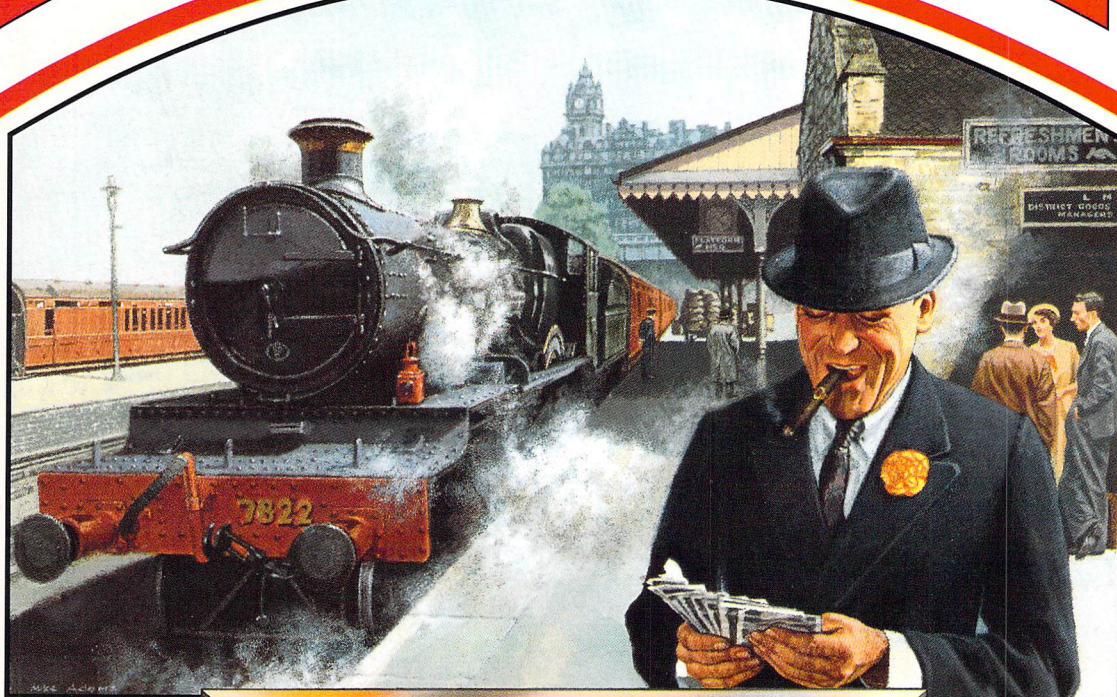
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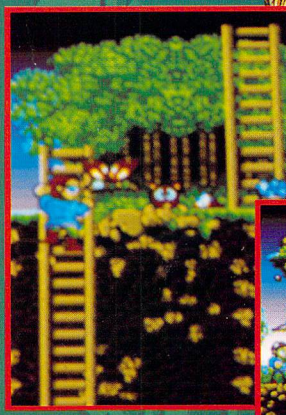
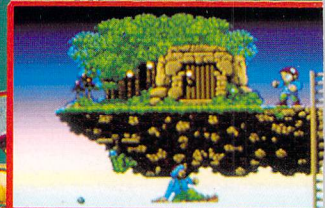
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YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

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